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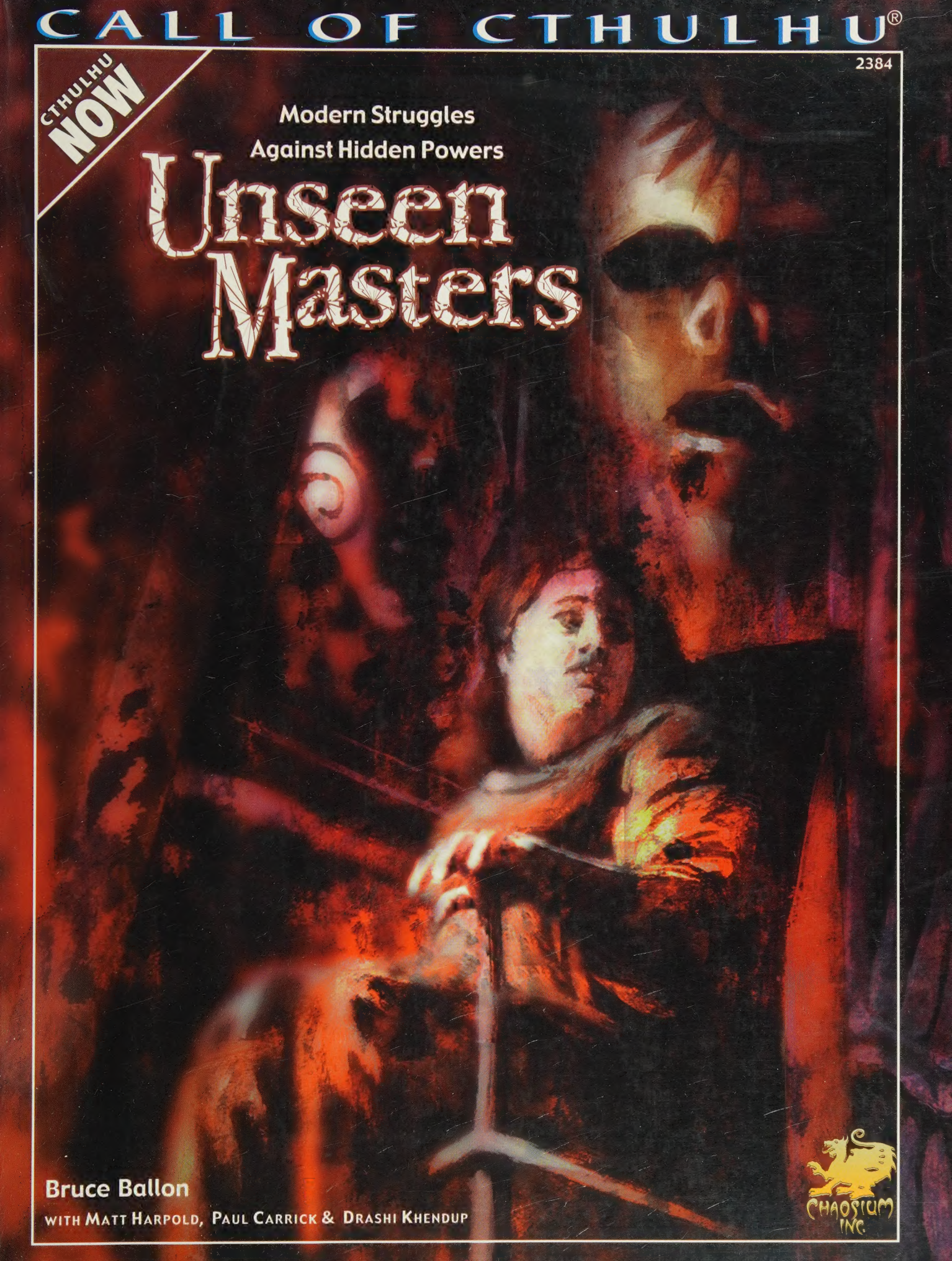
Modern Struggles
Against Hidden Powers

Unseen Masters



Bruce Ballon
WITH MATT HARPOLD, PAUL CARRICK & DRASHI KHENDUP

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Unseen Masters

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1890–1937

Unseen Masters

Modern Struggles against Hidden Powers

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Dedication

This book is dedicated to
Robert Bloch & Richard Matheson,
Masters of Terror

Special thanks to
My supportive wife Anna,
My should-have-been-brother Sean,
and
Lynn Willis, for letting me create this blasphemous tome

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Foreword

"Who is among us? Who? I cannot utter a blessing while he is here. I cannot feel one. Where he treads, the earth is parched! Where he breathes, the air is fire! Where he feeds, the food is poison! Where he turns, his glance is lightning! Who is among us? Who?"

— Melmoth the Wanderer

Dark forces have existed from before the coming of man, and shall exist long after mankind is but dust. These forces are here now, but are unseen. Invisible, yet coexisting with our world, They have watched and waited.

Abd al-Azrad warned us of these Unseen Masters in his terrible forbidden book, the *Necronomicon:*

Not in the spaces we know, but between them, They walk serene and primal, undimensioned and to us unseen.
As a foulness shall ye know Them. Their hand is at your throats, yet ye see Them not; and Their habitation is even one with your guarded threshold.

It is now the present. Mankind is beset with all forms of disasters. The horrors range from genocidal wars to epidemics of incurable diseases to poverty and famine. From the chaos, self-proclaimed messiahs and prophets of oblivion appear, spreading the word that the apocalypse is upon us. They are dismissed as madmen.

Worse, the unseen forces are no longer quiescent. Ancient evils no longer hide in forgotten tombs, blasted heaths, and fabled cities—no, they have come into the hearts of our cities, in through the walls of our homes, and invaded our very minds.

Why?

The madmen are right. The End Times are upon us. The Unseen Masters no longer wait. They have come to take what was theirs.

* * *

The adventures in this book pit investigators against deadly foes who are Unseen Masters of evil incarnate. They have lurked off-stage in separate invisible realms, crafting diabolical designs for Earth. These villains include wolfish extra-dimensional entities which strive to break into our world to feast on human souls; a demon lord from the fevered imagination of a schizophrenic's world; and a monster from a dimension of ultimate chaos and darkness, clothed in the guiltless flesh of an unwilling host.

These adventures were designed more as mini-campaigns than short scenarios. Each can be expanded upon to create many nights of play. They have also been made for experienced players, to create new and unexpected challenges for them. Keepers should be experienced as well, as the scenarios are complex and full of colorful NPCs.

Statistics for each scenario are found at the end of the scenario.

THE WILD HUNT

A serial killer is loose in the city of New York. He seems unstoppable. The investigators are put in charge of a task force with the entire city's resources. But they face more than a lone killer, they face They Who Hunger, who have waited eons for the time of the Wild Hunt. If the investigators can stick to the trail of hard evidence and ignore wild irrelevant chases, they may have just enough time to prevent a bloody massacre.

THE TRUTH SHALL SET YOU FREE

What is Truth? When does imagination cease and reality begin? Who can say the mad do not see into realms the sane cannot perceive? One investigator will stumble onto the Truth. However, the Truth is a psychotic delusion. That hero will attempt to dispel the veil of illusion that evil forces have woven, even if it kills everyone around him.

COMING OF AGE

The prophecies of Armageddon are soon to be fulfilled. The Dark Messiah shall rise out of the darkness of twenty-seven centuries. It comes not as a monster, but as an innocent child: the friendly, lovable son of an investigator. The Haunter of the Dark has returned to finish what it began—the destruction of the world.

— Bruce Ballon

Introduction

Background information on the setting and new skills.

The settings for the adventures within this book are not forgotten tombs, crumbling mansions, or decaying backwoods towns. The horrors showcased mostly occur in the heart of one of the most famous metropolitan areas in the world—New York City.

Keepers are encouraged to add in the dark texture of decay and rot that lies under the city's glitzy façade. The scenarios' themes underscore that outward appearance, wherein simple truths are but the surfaces of secrets filled with madness and despair.

Contrast the false safety of the brightly lit city streets to its shadowy dangerous alleys. The concrete jungle exists, filled with its own predators such as robbers, rapists and racists. Scattered in the dark are the homeless, young and old, trying to find solace through begging, drugs, and criminal activities. The sex trade exploits many of the helpless into becoming flesh for freaks in exchange for a needle of chemical dreams. Sickness and hunger loom in the night. Young exiles return to ancient tribal ways, forming gangs answerable only to themselves.

With the horrors of death, hunger, hate, and sickness, one would think the Four Horsemen of the Apocalypse had arrived. Indeed, in a sense, they have. But there are more heralds of doom—there is the dreariness of suburbia, the mass consumerism engendered by sex-tinged media, the confusion of innumerable cultures and clashing generations, and the heaps of pollution swept into the corners of the globe.

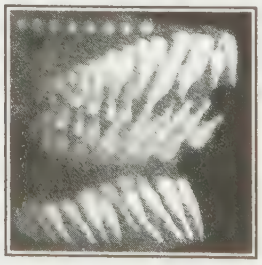
Keepers who weave such thematic elements into their games can induce a mounting sense of spectral presences rotting away the foundations of humanity. The demonic punch line the investigators will uncover is that the Unseen Masters are catalysts for the end, but that humanity has itself to blame for beating a pathway to Hell.

* * *

These adventures are designed for experienced keepers and players. They are the result of trying to create fresh, unexpected, and offbeat scenarios for my players, who have been playing *Call of Cthulhu* since the game was released. If this is the first time you are running a *Cthulhu* scenario, I suggest trying the adventures in the rule book first, or you will end up with many dead or insane investigators.

As a stickler for consistency, I have attempted to incorporate diverse backgrounds from Mythos stories and scenario supplements (ranging from *Shadows of Yog-Sothoth* to *Last Rites*). Of course, such undertakings are made difficult by the many different points of view and interpretations of Mythos history. I try to identify most of the plots I weave in, leaving some small zingers for old-time veterans to chuckle over when they recognize the sources. Do not worry—all the information needed to run the adventures is within this book. However, the referred-to books will allow keepers to expand upon and further texturize the scenarios as they see fit. Because I attempted to include extensive background materials, there also may be minor to moderate spoilers for some published scenarios.

One thing that may not be to everyone's tastes is the nature of the conclusions to the adventures. The climaxes are often extremely deadly, and are more gateways to darker mysteries of the Cthulhu Mythos than simple pat conclusions. However, the opportunities to thwart some of the machinations of the Unseen Masters are there, even if they cost the lives and sanities of investigators.



Disciplines of the Mind

The plots in *Unseen Masters* revolve around themes of mental illness. Therefore, a better understanding of certain skills useful to the player characters is in order.

This brief section summarizes relationships between the skills of Medicine, Psychology, Psychoanalysis, Hypnosis, and two new skills—Psychiatry and Psychotherapy. Some applications for these skills are also provided. Any summary will fail to detail the scope of these disciplines, but lengthy explanations would read like a textbook and add little to the game experience. The summaries below may add realism, demystify some myths, and provide better role-playing opportunities.

The Origins of Psychiatry and Psychology

Compared to medical science as a whole, psychiatry and psychology are young. They have been around for only a century. However, they were built upon older concepts, ranging from neurology to Eastern philosophies.

By the nineteenth century, medical science had begun to explain the ailments of the soul as illnesses of the brain. "Demonic possession" had eventually been seen as psychotic illness, "black bile melancholia" as depressive mood disorder, and so on.

Many early pioneers originally trained as neurologists, as did Freud. These people put forth theories of the mind in order to understand the process of thought. Central to their discussions was the mind/body dichotomy, which was often debated in terms of which element was the more important to focus on. As it would be proven, these concepts were not mutually exclusive, but rather highly related. The artificial polarization lingered for decades. Today, most people who practice in the field of mental health realize that one has to deal with the entire person—including biological, psychological, and social factors—to truly help. This includes dealing with stresses such as homelessness, medical problems such as chronic pain syndrome, psychological and physiological addictions, and other problems.

A brief, oversimplified definition of psychology would be the scientific study of behavior and its underlying emotional states and mental processes. Psychology has many different branches, however, and thus psychologists apply their knowledge to various fields. Among these are medical science research, social sciences, economics, philosophy, linguistics, education, mathematics, mass media, statistics, and computer sciences. Clinical psychologists treat psychopathology but are not licensed or trained to deal with medical aspects of a condition.

Psychiatry is a medical specialty requiring medical schooling and degrees with special training in the diagnosis and treatment of psychopathology or mental disorders—an M.D. and a specialist degree. Psychiatrists need to understand medical ailments, as they can often create or masquerade as psychiatric symptoms—for instance, hypothyroidism can induce depression. As medical doctors, psychiatrists are licensed to prescribe medications, administer electroconvulsive therapy (ECT) and chemical treatments, and sometimes perform surgery. Psychiatrists are also trained to do different types of psychotherapies. The well-trained psychiatrist is adept at using the biopsychosocial model for guiding treatments for patients.

For a more detailed account of the history of the psychological disciplines, please see the Chaosium supplement *Taint of Madness.*

Skills Connected with the Mind

HYPNOSIS (05%)

Hypnosis is a complex mental phenomenon that has been defined as a state of heightened focal concentration and receptivity to the suggestions of another person. There is no known physiological basis for hypnosis, as there is for sleep. Anton Mesmer originated modern hypnosis in the late eighteenth century. A skill common among alienists of the 1890s and psychiatrists of the 1920s, in the present day it is not taught to psychologists or psychiatrists as part of their basic training. Some practitioners do train in it as an extra modality for treatment. Many hypnotherapists have no other training beyond this ability. Also, nightclub magicians and professional hypnotists employ this skill to amaze audiences for entertainment.

With this skill one can calm an individual, plant suggestions, help somewhat to control eating habits and addictions, or help cope with chronic pain. Those who do not wish to be hypnotized can resist its induction. People with basic mistrust of others such as paranoiacs are bad candidates. Also, unethical hypnotists can sometimes have those in a trance perform actions they may later regret—to do this, the hypnotist must make a Psychology skill roll to convince the entranced person that the action is something he or she would do. There is controversy as to whether patients will perform acts during a trance that they would otherwise find repugnant or contrary to their moral code.

MEDICINE (05%)

Although psychiatry grew out of neurology, the Medicine skill usually applies to tangible medical problems such as infections, physical trauma, the circulation of the blood, etc. In earlier eras, most physicians' medical training ignored consideration of psychiatric or psychological knowledge. In the present day, medical schools include some training in psychiatry. Medical specialists such as surgeons, radiologists, etc. often do not make the effort to retain psychiatric learning, focusing mostly on their own disciplines. Nonetheless, general practitioners and family doctors often end up dealing with mental health issues. Base Psychiatry

skill for individual general practitioners is about half their Medicine skill level, or as the keeper determines.

PSYCHIATRY (01%)

Psychiatry allows a character to diagnose and treat mental illness. For treatment and restoration of Sanity points, substitute Psychiatry for Psychoanalysis. The skill may have to be used multiple times over days or weeks to treat symptoms. At 20%, a skill-holder will know the basic diagnostic criteria for common psychiatric conditions, the protocol and knowledge of how to commit someone who meets danger criteria, the basic available treatments, and when to consult other specialists for aid.

This skill also reflects the ability to:

- Conduct a psychiatric interview for determining diagnosis and treatment planning.
- Know basic psychological and psychodynamic theories of the mind (very similar to Psychology skill, and either can be used for this function).
- Diagnose medical conditions masquerading as or inducing mental illnesses (e.g., pancreatic cancer often causes clinical depression).
- Administer the proper medications and other biological treatments of the era, tailoring its effects to the symptoms of the patient. See the *Call of Cthulhu* rule book for timelines of treatments. For instance, ECT was not available until the mid-1930s, and antipsychotic medication not until the 1960s.
- Provide psychotherapy treatment—this has been delegated under the Psychotherapy skill (psychiatrists can have a base Psychotherapy skill at their Psychiatry skill).
- Create a subspecialty, such as Child and Adolescent Psychiatry, Addiction, Schizophrenia, etc.
- Know the current psychiatric research literature.

PSYCHOANALYSIS (01%)

Currently this skill is used as "mental first aid" in the game. This is only one form of psychotherapy, although it is the earliest form. Freud developed the technique; it involves the concept of free associations in a safe setting with frequent sessions, allowing patients to experience an emotional catharsis that alleviates psychiatric symptoms. Freud turned to this technique after abandoning hypnosis, in which he found that patients would substitute new symptoms after hypnosis had gotten rid of the old complaints.

This therapy delves deeply into the subconscious, and usually requires 4–5 hourly sessions a week. It is not recommended for those with mental illnesses that impair their perception of reality, or for those who cannot tolerate strong emotional experiences. (In such individuals, the therapy can intensify their symptoms.) Psychoanalysis usually takes a few years to work, as it is used to change deep-rooted character traits, or at least allow the patient to better understand himself or herself, to try to change maladaptive patterns.

This skill is available in all three time periods, although in modern times most therapists employ one of a host of other types of psychotherapies. Psychoanalytic institutes allow training for psychiatrists, psychologists, and anyone in the mental health field they deem would be a good candidate. Such candidates need to undergo psychoanalysis themselves, to make sure they are capable of handling this therapeutic modality. In game terms, each month a character attends regular sessions with an analyst, he or she can make an Idea roll which will increase Sanity by 1 point, up to his or her maximum. If the patient makes a critical success with his or her Idea roll, it counts as if he or she won a POW struggle, and has the same chances of having POW increase by 1 (up to a maximum of 21).

PSYCHOLOGY (05%)

As mentioned before, Psychology has numerous branches. In many scenarios, it is used almost exclusively to detect lies, but it can be used in many other ways.

- To know who's who in the field of psychology, know the current scientific literature, distinguish normal from abnormal psychology and behaviors, etc.
- To understand people so that one can motivate another person's behavior. This can act as a modifying bonus to communication skills at the keeper's discretion, for it is easier to Persuade someone who feels complimented and understood. This can also include techniques like reverse psychology and rewarding desired behaviors.
- To perform certain forms of Psychotherapy (these individuals can have a base Psychotherapy skill at half their Psychology skill level).
- To profile or predict a person's behavior. This may allow one character to locate another by understanding where they hang out, whom they would contact for help, etc. This works for humans, not Mythos monsters!
- To administer and understand methods and systems of psychological measurement—i.e., to score IQ tests, determine learning strengths, identify personality patterns, and so forth.
- To perform a psychological autopsy, i.e., guess a person's state of mind just before they committed suicide.

PSYCHOTHERAPY (01%)

At present, a host of psychotherapies exist—cognitive behavioral therapy, group therapy, interpersonal therapy, dialectal behavioral therapy, core conflictual relationship therapy, family therapy, couple therapy, play therapy, psychodynamic psychotherapy, good old psychoanalysis, and many, many more. As mentioned above, psychoanalysis is actually not a great choice for crisis intervention. Psychiatrists and other crisis staff who work in hospital ERs often pick up *Crisis Therapy* skill. Substitute this skill for the

function of "mental first aid" that Psychoanalysis served in previous eras. With a successful Idea roll, someone attending regular sessions in one of these therapies can increase 1 Sanity point every month toward a specific Sanity point loss. A character can only engage in one such focus at a time. For example, Harvey Walters Jr. is coming for twice-weekly psychodynamic psychotherapy with Dr. Kurt N. Peter. The focus is on Harvey's experience of witnessing the murder of his friend, for which Harvey lost 4 Sanity points. This therapy can restore only those 4 lost points, and no more.

Keepers may decide that Sanity point loss from Mythos experiences cannot be completely recovered from, and leave 1 or 2 points lost no matter how much treatment the patient gets. A rule of thumb may be that the minimum loss for a creature or book read is the amount of permanently lost SAN.

Psychiatrist Template, Present Era

Biology, Credit Rating, First Aid, Medicine, Pharmacy, Psychiatry, Psychology, Psychotherapy, plus two of: Forensics, Hypnosis, Law, Occult, or Psychoanalysis. ■

Other Useful Skills

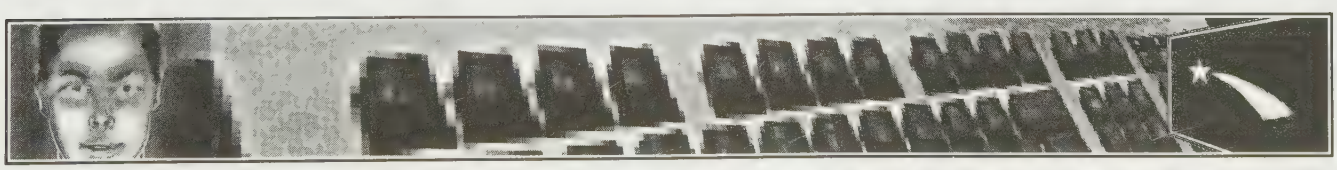
FORENSICS (01%)

Optional skill, to be allowed at the keeper's discretion. This skill allows one to analyze physical evidence from crimes and crime scenes. Since this skill can be subdivided into different branches, keepers should decide what the skill means to each investigator who has it. For example, physicians trained in this skill are mostly adept at performing autopsies to deduce the cause of death, the source of injuries, the presence of poison in the victim's body, etc. Law enforcement scientists are more adept at running ballistic tests, determining a method of entry in a robbery scene, etc. To others, this skill may be the ability to detect/find fingerprints and other spoor of a person at a crime scene. In the aforementioned examples, the skills should be listed in character descriptions as Forensics (Medicine), Forensics (Ballistics), and Forensics (Crime Scene Technician), respectively. Most experts will know a little from other areas of forensics outside their specialty. Keepers can combine other skill rolls with Forensics for various instances: i.e. Pharmacy to detect a rare poison, Occult to recognize a ritual cult murder, or Archaeology to perform a systematic analysis of the crime scene. Forensic Psychiatry falls under the Psychiatry skill as a subspecialty—it is the branch of medicine that deals with disorders of the mind and their relationship to legal principles. (For more information about forensic science, see *The Keeper's Companion, Volume 1*.)

At the keeper's discretion, a character with Forensics can attempt to analyze something outside of their specialty by rolling at half their normal percentile rating. For instance, a keeper might rule that an investigator with Forensics (Medicine) 60% has a 30% chance of figuring out that a strange rune carved into a murder victim's forehead is an occult symbol used in a string of ritualistic serial killings. (The investigator might have autopsied other bodies with the same rune, or read autopsy reports about similar cases.)

MATHEMATICS (EDU x2%)

This skill reflects the ability to perform mathematical operations. Mathematics is a companion skill to Physics. At 20%, the person can do algebra, high school physics equations, and so on. At 40%, the person can analyze calculus and linear algebra equations. At 60%, the person is a mathematician capable of teaching university level courses, computing fuel consumption ratios for spacecraft, etc. At 85% or more, he or she is a mathematical genius who can derive equations reflecting the principles of alternate dimensions. An investigator can increase his chances of understanding Mythos spells, which are often based on hyperdimensional principles, or learn a spell more quickly if the player rolls one-fifth his or her Mathematics rating or less. However, with greater understanding comes the loss of extra sanity; at the keeper's discretion, the investigator loses an additional 1D3 SAN from studying a Mythos text, up to the maximum Sanity point loss the tome could inflict. ■



The Wild Hunt

A quest for immortality gone disastrously wrong leads to a series of grizzly murders as the mistakes of the past become the horrors of the present.

". . .This is the story behind one of the greatest manhunts in history. Maybe you read about it, or rather what they let you read about it, probably in some minor item buried somewhere in a back page. However, what happened in that city . . . was so incredible that to this day the facts have been suppressed in a massive effort to save certain political careers from disaster and law enforcement officials from embarrassment. This will be the last time I ever discuss these events with anyone, so, when you have finished this bizarre account, judge for yourself its believability, and then try to tell yourself, wherever you may be, it couldn't happen here."

—Carl Kolchak, from *The Night Stalker,* created by Jeff Rice.

This scenario is designed for four to six investigators. The background story takes up shortly after the classic tale "The Hounds of Tindalos" by Frank Belknap Long. Keepers may wish to read it before beginning this scenario. That story is also summarized in the first paragraphs of the section "What Has Happened," a little further on.

It will be convenient if some investigators are associated with law enforcement agencies, particularly the FBI or the NYPD. Perhaps some player characters who have had experience with the bizarre have high Credit Ratings or have worked as consultants with the police or FBI. Player characters may replace non-player characters such as FBI agent Mayham or Dr. Belasco. High skills in Medicine (especially Forensics [Medicine]), Psychiatry, Occult, and other skills pertinent to criminal investigation will be valuable.

Another option, requiring the keeper to modify the introduction to the scenario, is to have investigators get involved because of their identities or associations. The investigators could be:

- Journalists looking for a good story.
- Friends and relatives of the victims.
- Agents hired to catch the killer by relatives of the victims.
- Aroused citizens (vigilantes).
- Staff at the Institute of Scientific Parapsychology. (See "Psychic Research" on page 95.)
- Anything else within reason that a creative gamer can think of.

Ad hoc investigators will have to figure out ways to get information from the task force in charge of the manhunt. Maybe some of them have connections with key non-player characters or know underlings who take bribes or swap favors, etc. The scenario may be more dangerous for these characters, however, as the villain has been designed to take on the police.

This adventure is also a small tribute to *Kolchak: The Night Stalker.* However, the nature of the killings is intended to allow player characters to be spurred on by enough red herrings that the players make dangerous assumptions. In fact, this scenario was designed to catch extra-knowledgeable players by tripping them up with their own trivia! If investigators stick to forensic evidence, they will be led directly to the true killer.

The scenario is set in Manhattan. Most of the action takes place in or near Hob's Court, a fictional location set in the SoHo district of Manhattan.

A helpful vampire reference is Melton's *Vampire Book* (see "Acknowledgments and References," pages 196–197).

Statistics for non-player characters are found near the end of this adventure, in the "Statistics" section. The *Wild Hunt Papers* handouts occur in the narrative when introduced, and also together at the end of this book for easy photocopying.

Although statistics are provided at the end of the scenario for many non-player characters, there are exceptions. For example, there are no average police officers. For the most part they are only dramatic characters, since the villain will be shredding them to pieces.

About Sidebars: unless the phrase "for keepers" appears, feel free to pass on sidebar information via Anthropology, Library Use, Occult, Pharmacy, or Know rolls, or have Magnus, Dr. Conrad, and anonymous Goths fill in the player characters.

What Has Happened

The events in "The Hounds of Tindalos" began in Partridgeville, 1928. Halpin Chalmers, a noted occultist, had acquired a quantity of the drug known as Liao. Through his researches in transcendental time travel, he used it to project his mind back beyond the shores of time. The hounds of Tindalos detected him, tracked him back to his current time/space location, and massacred him. Unable to remain without the psychic trail Chalmers provided, his transdimensional killers returned to the realm of Tindalos. At the end of the tale, murder investigators found a strange bluish substance on the bloodless, headless corpse of Chalmers. Dr. James Morton's analysis determined it was organic, with indications that such a substance could self-sustain its life indefinitely. Immortality was shown to be possible. End of story, or so it seemed.

As the investigation of Chalmers' murder proceeded, Chalmers' friend, Frank Longue, was picked up for questioning. He had transcribed Chalmers' narration of his movement back through time, and was the last person to see Chalmers alive. He was also named the beneficiary of Chalmers' last will and testament, which ignited police suspicions. Frank Longue told the police that Chalmers had been taking drugs, and seemed to be losing his mind. Longue also told them he had tried to get Chalmers to see a doctor, but his friend refused.

The police investigation went nowhere. They had no leads to follow, nor evidence presentable in a court of law concerning the murder. The case was never solved, though it generated massive paperwork. When the will was settled, Longue inherited Chalmers' possessions. They included Chalmers' journal, which was filed away in an old trunk in Longue's attic. Frank Longue eventually died of a heart attack. His possessions, including the trunk, went to his daughter Beatrice, who still lives in Partridgeville.

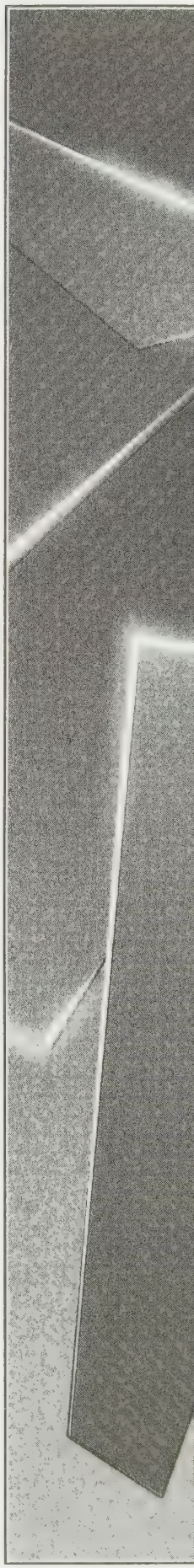
Meanwhile, the blue residue left on Chalmers' body fascinated Dr. Morton. In the 1920s, Morton was a top man in chemistry and bacteriology, and he secretly dabbled in alchemy. He was an Algonist, someone who used modern science in the pursuits of alchemy. Obsessed with his growing age and failing health, he sought ways to prolong his life and restore his youth. (He particularly wanted to be desirable to young women, as he was very sexually repressed.) He took the writings of ancient alchemists half-seriously, but by his late fifties (in the 1920s, this was considered getting old), he yearned for the legendary Elixir of Life. When the blue ichor came into his possession, he perceived that it must be the substance ancient alchemists called "Azoth," the primal matter. He used his samples of the blue ichor to create an Elixir of Life. He did not realize he was about to contaminate himself with the cosmic uncleanliness of ultimate evil.

By the accident of a faulty ingredient, he created a potion that modified the ichor, allowing it to merge with human cells. After drinking it down, Morton was wracked with incredible pains. After a few days, Morton's agony subsided and he became increasingly energetic. His strength, speed, and willpower grew substantially. He needed minimal amounts of food, and slept no more than fifteen minutes a day. However, the elixir did not restore his youth. Though he ceased to age, he still appeared as a man in his late fifties.

In 1931, Morton changed his name and moved from Partridgeville to New York, where he had access to the finest medical and scientific resources. He severed his researches in other areas, and worked to modify the elixir so that he could reverse the aging process. In a secluded house on a decaying street known as Hobbes Lane, he built a secret lab under the basement. There his experiments continued. Just after Pearl Harbor, as the United States entered World War II, Morton began to pay the price for his experiments.

A taint of contamination had caught up with him. He was slowly turning into a hybrid Tindalosian. At first strange dreams plagued him. Then he began to have nightmare visions of the corkscrewed towers of Tindalos, as his new kin projected waves of malignancy to their new foothold far down the channels of time. Eventually, the Lords of Tindalos made direct mind-contact with Morton. These communications drove him stark raving mad. He fell into a comatose state in his lab, huddling in a fetal position as the vestiges of his humanity dimmed and died. The Lords of Tindalos and their new recruit Morton schemed to poke a hole through the barrier that kept the coterminous Tindalosian dimension away from our own spacetime. They knew humanity would soon be erased by the return of the Great Old Ones. The time was ripe for humanity to assuage the Tindalosians' ceaseless hunger.

The preparations took fifty years to weave through Morton's inferior mind. When his mind was ready, Morton awoke. However, in 1963, Morton's house and Hobbes Lane were demolished. His lab went unscathed, but now it lay near the downtown core, under a square of fancy shops



known as Hob's Court. Although sealed under concrete and rubble, physical obstacles no longer affected Morton. He could see through the angles of space, and walk through them as well. Awakening, he felt the ravenous hunger of his Tindalosian core. He walked though the corner of his lab and out of a corner in an alley near Hob's Court. Morton could now sense strong souls, which he found delectable. Detecting an individual with high Power, he committed his first murder and drained off the victim's spirit to slake his ravenous thirst.

Back in the lab, he began to create the Crystal Key he would require to rend a portal directly to Tindalos. He required internally flawless gemstones to begin his forging of the Key. The next evening, he investigated gem stores in the neighborhood. That night, he committed his first diamond robbery, and his second killing.

Soon a slightly crazed Goth youth named Gregor will search for Morton, yearning to serve a "true" vampire master. He and his friends are excited that a "real" vampire has hit town, and hope to contact him or her so that they can be "brought over" to the ranks of the undead. Within a few days, they will find him. Through this pawn, Morton plans to distribute a special form of the Liao drug to numerous people. It is time to harvest souls for the Lords of Tindalos.

Due to the bizarre nature of the killings, a team of specialists has been assembled to help track down the murderer. Enter the investigators.

Keeper's note: in the Call of Cthulhu *rule book, look for "Plutonian drug," an alternate name for Liao drug.*

Wild Hunt Papers #1

Headlines from Various Newspapers

TWO MURDERS IN SOHO

—New York Times, page 6.

MYSTERIOUS DEATHS IN SOHO

—New York Globe, page 4.

POLICE BAFFLED

"CAUSE OF DEATH UNKNOWN"

—New York Daily Eye, page 1.

The Adventure Begins

The investigators receive urgent calls at midday on Monday, October 26th. The investigators' supervisors or other informants tell them that a pair of bizarre murders have taken place in Manhattan, and that people in their particular areas of expertise have been asked for. If they are on other assignments at the time, they are immediately relieved of them.

Investigators who are independent consultants receive urgent calls from the appropriate law enforcement agency (police, FBI, etc.) with whom they have consulted before. They will be paid triple their usual fees. A serial killer may be on the loose. Given the strangeness of the killings, their unique skills are needed.

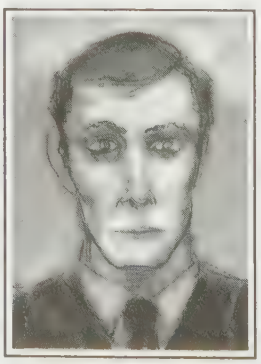
Investigators who are not based in New York have business class airline tickets arranged for them. By the time an investigator gets off the telephone, either a police car or dark sedan (courtesy of the FBI) is waiting outside for the investigator to rush him or her to the airport. The player characters arrive at LaGuardia Airport, and are then driven to City Hall.

Their luggage goes ahead to the Vista International Hotel, the only hotel in Lower Manhattan. It is part of the World Trade Center. Each investigator has a private room. The Vista is a deluxe hotel, with numerous services.

Investigators can read the New York newspapers before the meeting (see *Wild Hunt Papers #1*).

Remarkably, facts are scarce in all the papers. Two young women have been murdered, one day apart, in the last two days. Their names are Wendy Hughes and Lori Atkinson. Police say they are actively pursuing the investigations.

Players whose investigators are not included in the initial meeting, but who will be involved later (for instance, a private detective who has worked with one of the investigators on the task force), may listen in.



CHESTER BOULDER

Investigators are to meet at 8 P.M. in a conference room at City Hall. If they do not already know each other, they have a few minutes to introduce themselves. Also present is Simon Magnus. If keepers wish,

VICTIM INFORMATION

Victim #1: Wendy Hughes

Age: 27
Height: 5'4" Weight: 120 lbs.
Hair: blonde Eyes: blue
Physique: ectomorph Medical Conditions: none known
Marital Status: married to John Hughes
Children: daughter, Susan, age 6
Residence: condominium in West Village
Profession: computer graphic designer; employed by Future Visions, a large advertising company
Enemies: none known Criminal Record: none
Hobbies: fencing, painting
Personality: described as fun, energetic, creative, well liked
Location of Body: Hob's Court Park; was on her way home from working late
Religion: Episcopalian

Victim #2: Lori Atkinson

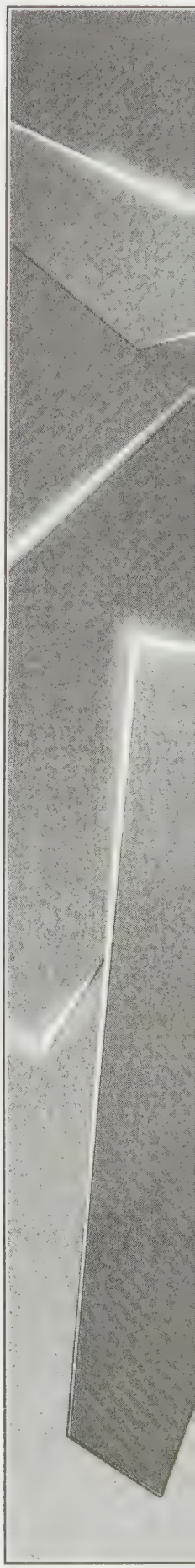
Age: 22
Height: 5'6" Weight: 133 lbs.
Hair: brunette Eyes: brown
Physique: ectomorph Medical Conditions: asthma
Marital Status: single
Children: none
Residence: dormitory; lived with roommate Kate Rowlins
Profession: university student; working on M.A. in archaeology; thesis involved translations of ancient Sumerian tablets
Enemies: none known Criminal Record: none
Hobbies: karate (brown belt)
Personality: described as bubbly, extremely likable, strong willed
Location of Body: alley leading off of W. Houston Street, between W. Broadway and Wooster Street; was coming home from a basketball game with Kate Rowlins
Religion: New Age

the meeting may include Dr. Belasco and Agent Mayham, who can bolster the task force if needed. After a few minutes, Captain Matheson, Sergeant McGarnagle, Dr. Conrad, Dr. Gourdie, and District Attorney Chester Boulder walk in. They call the conference to order and briefly introduce themselves. (See the "Statistics" section near the end of the scenario for information about them.) The keeper determines if the investigators know or do not know these characters' backgrounds.

D.A. Boulder begins: "Welcome. You have been called here to form the core of a task force to apprehend a killer or killers. You might wonder why we needed to call upon all of you for this. To the point, we believe these are serial murders; these murders are out of the ordinary, as you will see. We want minimal press coverage of this investigation. We feel that if certain details of the killings are released, it may cause a panic. The autopsy reports are currently sealed—we are labeling the deaths 'Undetermined cause, still under investigation.'"

CAPTAIN JULES MATHESON

Captain Matheson speaks: "We got two dead bodies. Two young women." He drops a few files on the desk. McGarnagle hands one to each



Wild Hunt Papers #3

INITIAL AUTOPSY SUMMARY

Coroner: Gourdie, R'as al

* Both victims died close to midnight on each consecutive day.
* Both victims died quickly, within one minute, by strangulation. Both were beaten as well.
* Both victims clawed at the attacker; tissue was found under their fingernails. Tissue samples have been sent for DNA analysis.
* The victims' bodies showed no signs of sexual trauma.
* The victims' bodies were raked by deep claw marks.
* There are no traces of blood left in the victims' bodies. The cadavers are shriveled.
* A hole was made over the chest area, 2 centimeters in diameter. The device used for this has not been determined. Human saliva was found in the inner edge of this hole.
* Toxicology tests showed no blood abnormalities, and no presence of any foreign chemicals.
* No fingerprints or hairs belonging to the attacker were found on the victims.

task force member. The folders contain profiles of the two victims *(Wild Hunt Papers #2),* the autopsy reports for the two victims *(Wild Hunt Papers #3),* and a map of SoHo showing the location of the two bodies (page 20).

Matheson continues: "Wendy Hughes, age 27, and Lori Atkinson, age 22, were brutally murdered over the last two days. You can look through the profiles of the victims later. The same bizarre features found at the autopsies connect the murders. The victims seem to have been shredded by a wild animal, and drained of all their blood!"

Dr. Conrad speaks: "The motive for the killings was not robbery, not vengeance, and not rape."

Matheson clears his throat, studying the assembled members' faces. He then speaks: "There's more to this weirdness. We have witnesses to the killings. I'm going to play the taped statements of both. We felt that the first witness was an unreliable drunk, until we heard the witness to the second murder. Their testimonies seem to support each other."

SGT. BEN MCGARNAGLE

Matheson motions for his aide, Sgt. McGarnagle, to set up the tapes: "The first witness is Horace Cobb. He was picked up for questioning when the police searched the area of the first killing. He was found drinking, babbling about monsters. He saw a pretty woman attacked near the area he was sprawled. She matched the description of Wendy Hughes."

Matheson signals McGarnagle to start the tape. See *Wild Hunt Papers #4.*

Dr. Conrad speaks: "The next tape you are about to hear is from Ms. Kate Rowlins, the person walking home with the second victim. She was Lori Atkinson's roommate. She saw the killing take place before her eyes. However, the event traumatized her severely. The following dialogue is an interview of Kate Rowlins with a police officer at the station. Due to her agitation, the police doctor on call gave Ms. Rowlins two milligrams of lorazepam before the interview. This allowed her to regain lucidity for a few moments." See *Wild Hunt Papers #5.*

DR. BLAKE CONRAD

Dr. Conrad finishes: "Despite another administration of lorazepam twenty minutes later, the woman could not be brought back into a state of lucidity. She has been transferred to the psychiatry ward at Bellevue for treatment. Currently she is in a dissociative catatonic state."

Wild Hunt Papers #4

Horace Cobb's Statement

"I was lyin' in a nice cozy blanket in the park. I was propped up behind some statue or other, to block the wind. It was a cool night, y'know. I was drinking my hooch whens I sees this pretty young girlie walking down the street near the park. I was drinkin' a bit too much, so I couldn't even whistle at her. Thens I smell this horrible stench, like that outta a slaughter-house—it reeked of death, I tells ya! I began puking. Whens looking through the tears running out my eyes I sees all this mist forming, and I notice this man in a dark long trench coat and broad-brimmed hat. His back was turned to me. He, like, seemed to come out of nowhere! He grabbed the girl and picked her up like she was a rag doll. He turned around and seemed to wrap around her—it was crazy . . . it's like he kept changin' shape or somethin'. Then I sees a bit of his . . . I mean *its* face—yeah . . . you gonna say it's me drink insides me—well, go to hell—I tells ya what I seen!—teeth, big fangs, fangs, *fangs!* I heard it snarl in a voice that belonged to Satan himself—'I thirst!'

"I couldn't bear lookin' at it—it was evil! Maybe it was the drink, but I passed out. I don't remember anything until you guys rousted me and dragged me down here."

D.A. Boulder stands up: "Both witnesses, of course, are questionable in their ability to give an accurate history, but we are probably dealing with a maniac . . . or maniacs—into ritualistic killings, or who think they are Count Dracula!"

Dr. Conrad nods: "I believe our killer does indeed have vampiristic tendencies, and agree the supernatural has nothing to do with it. I suspect most of you agree with me. Listen closely—"

Conrad drones on in a monotone voice. Players need a successful Idea roll or POW x5 roll to keep their characters focused. Those who yawn or snore earn the scorn of Conrad, Matheson, and Boulder. Conrad makes the following points (investigators with successful Medicine or Psychiatry rolls confirm that he accurately summarizes current medical and legal understanding).

- Clinical vampirism is seen as the act of drawing blood from an object and receiving resultant sexual excitement and pleasure.
- The vampirist often has an emotional affinity with the dead, in that death attracts him or her as a wish to experience it as the "Living Dead."

Wild Hunt Papers #5

Kate Rowlins's Interview

Rowlins: Aaaaa . . . No no no no no—please! Monster! Monstrous! Howling—howling—!

Police Officer: What did he look like?

Rowlins: What? Who was it . . . what did he look like—*(long bout of crying follows)*

It wasn't human! Wolflike . . . wolflike . . . yet it was a man—I think. It was different things—different shapes—as it moved . . . its trench coat flapped about, like huge wings—it seemed to be in different places at the same time . . .

Police Officer: Can you describe the man's face?

Rowlins: No . . . please don't make me describe its face—please! *(long bout of crying).*

Police Officer: Tell us what happened.

Rowlins: It took her—we were just walking—walking home from the gym—lousy basketball game. . . . Lori was eating ice cream, I was carrying the basketball. We went by our favorite shops . . . then . . . then . . .

Police Officer: Then what?

Rowlins: Then the blazing eyes!—or did it have eyes?

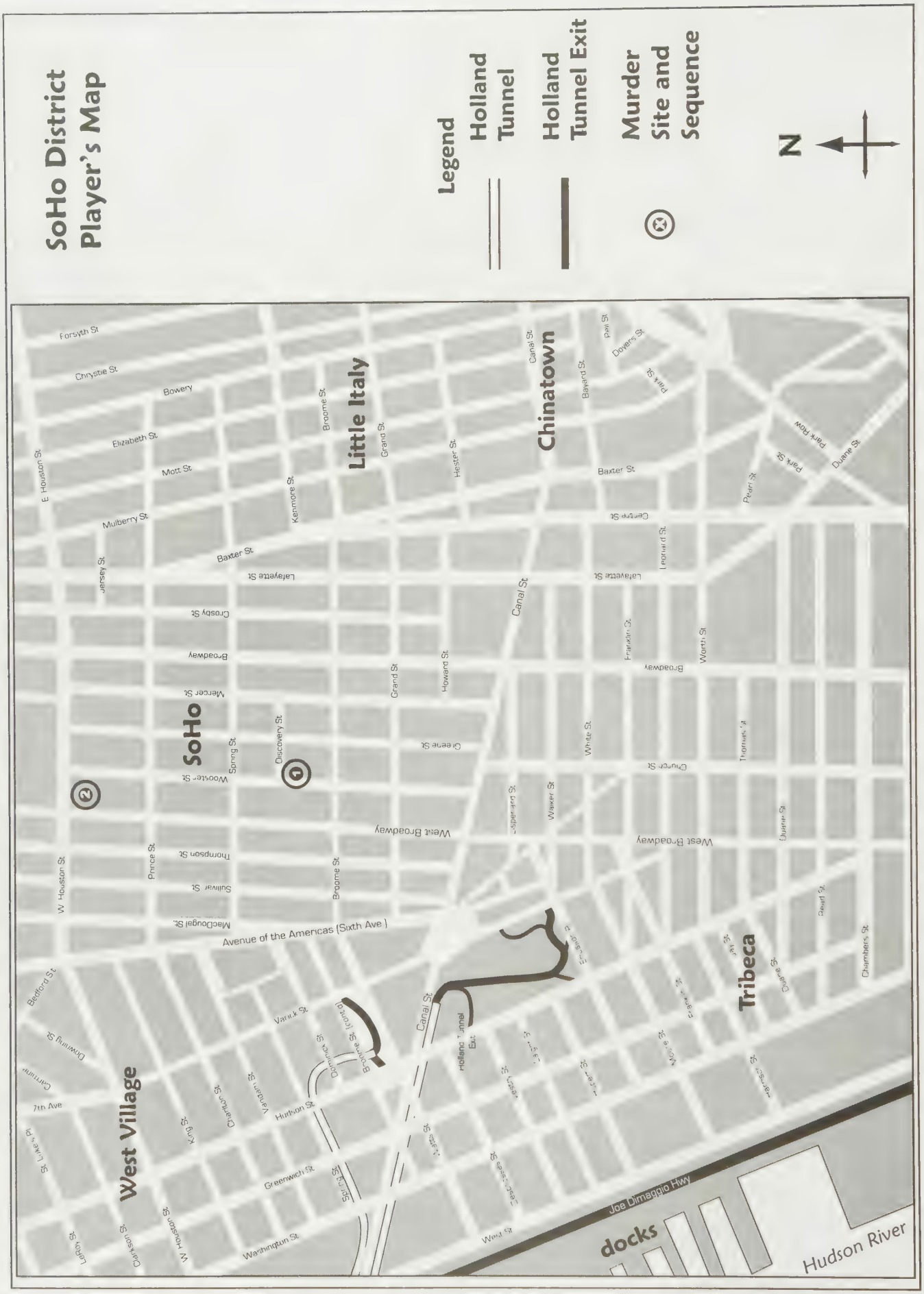
Police Officer: Go on.

Rowlins: I remember the horrible smell—the mist—then suddenly Lori was gone—I turned around . . . and—and—

Police Officer: Yes?

Rowlins: Fangs! *Fangs!* Aaaaaaaaa!! No no no no—had to run . . . had to run—it howled like it was laughing. It would have had me next—I left her—I ran. No no no no no *(crying, followed by silence) . . .*

- Vampirism is a rare phenomenon. Vampirism has been mostly reported occurring in people suffering from schizophrenia and severe psychopathic disorders.
- The drinking of blood may be a feature of sadomasochism, blood rituals, fetishism, ritual revenge, psychosis, and drug intoxication.
- In those with psychopathic and perverse personality traits, the strong desire to control the victim may be the most important feature, accounting for the popularity of sadomasochistic scenarios involving vampirism.


SoHo District
Player's Map
Legend
Holland Tunnel
Holland Tunnel Exit
Murder Site and Sequence
N
Little Italy
Chinatown
SoHo
West Village
Tribeca
docks
Hudson River
Joe Dimaggio Hwy
Avenue of the Americas (Sixth Ave.)
Forsyth St
Chrystie St
Bowery
Elizabeth St
Mott St
Mulberry St
Baxter St
Lafayette St
Crosby St
Broadway
Mercer St
Spring St
Wooster St
Thompson St
Sullivan St
MacDougal St
Prince St
W Houston St
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Jersey St
Kenmore St
Broome St
Grand St
Hester St
Howard St
Greene St
Canal St
Bayard St
Pell St
Doyers St
Park St
Park Row
Duane St
Pearl St
Centre St
Leonard St
Franklin St
Worth St
White St
Church St
Thomas St
Walker St
Lispenard St
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Read St
Chambers St
Bedford St
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7th Ave
St Luke's Pl
Varick St
Dominick St
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Spring St
Washington St
West St
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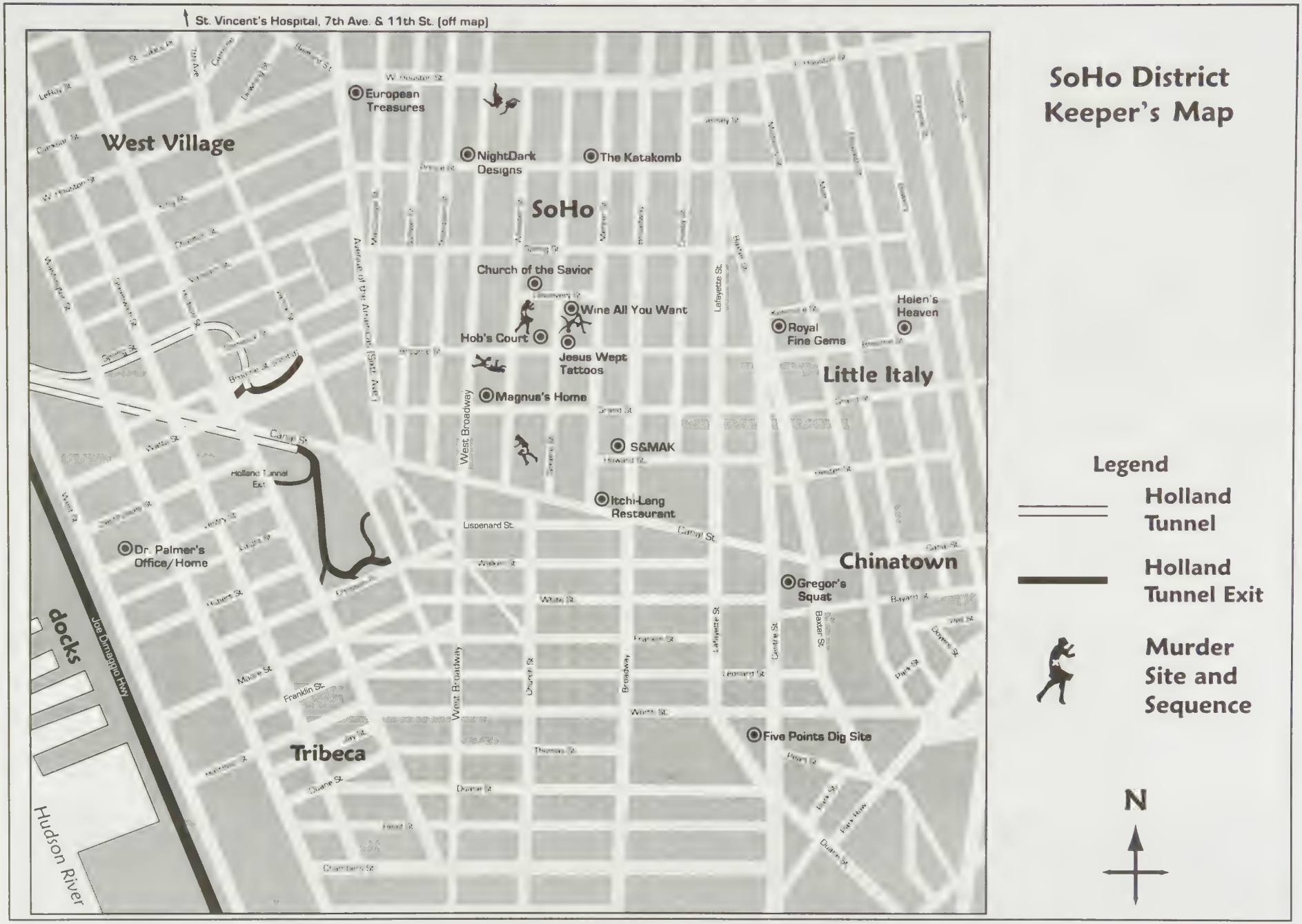
LeRoy St
Holland Tunnel Exit


SoHo District
Keeper's Map
St. Vincent's Hospital, 7th Ave. & 11th St. (off map)
West Village
SoHo
Little Italy
Chinatown
Tribeca
docks
Hudson River
Joe Dimaggio Hwy
European Treasures
NightDark Designs
The Katakomb
Church of the Savior
Wine All You Want
Hob's Court
Jesus Wept Tattoos
Magnus's Home
S&MAK
Itchi-Leng Restaurant
Dr. Palmer's Office/Home
Gregor's Squat
Five Points Dig Site
Helen's Heaven
Royal Fine Gems
Holland Tunnel Exit
Canal St
Lispenard St.
West Broadway
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Baxter St.
Franklin St.
Duane St
Legend
Holland Tunnel
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Murder Site and Sequence
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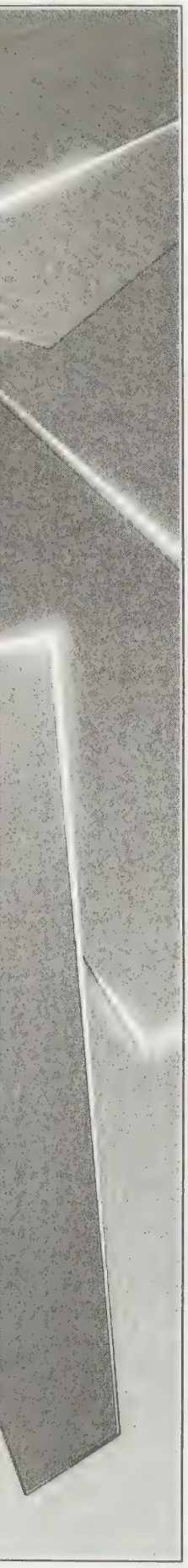


Matheson says: "We are probably dealing with a sadistic, psychotic psychopath who is high on drugs. We want him caught fast, before he kills again. I recall a few months back that a group of kids who were into blood-drinking in South Carolina were also into Goth culture. They killed their parents, too. We need someone to check out that angle. McGarnagle can show you some of the Manhattan nightspots those punks hang out in, if you don't know your way around. Maybe you can also check into any patterns of the killings with those new-fangled computers you Feds got. I hope some of you will help out with the forensics as well." (With a successful Spot Hidden roll, an investigator notices Dr. Gourdie's slight scowl at that statement). "A few of you might also be able to shed light on the occult thinking of the killer or killers—if they are part of some Satanic cult, vampire cult, or whatnot. So, where shall we begin?"

DR. R'AS AL GOURDIE

The investigators can now ask questions, and start to formulate their plans.

Shortly after the briefing, Magnus pulls to the side the more occult-type investigators, or anyone who mentioned the possibility of the supernatural. Magnus proposes that the killer may be a real vampire! He cautions them about suggesting this to their "unimaginative" colleagues in law enforcement. "We'll have to prove it to them first, or they will dismiss us as madmen." He invites interested investigators to dinner at a posh restaurant, to continue the conversation. If no one attends, he tries to explain his theories to the investigators tomorrow morning. See Magnus's entries under the "Routes of Investigation" section a little further on, as well as in the "Statistics" section near the end of the adventure.

SIMON MAGNUS

Law Enforcement Involvement

The District Attorney is up for election in four months. He wants to end this matter as quickly as possible. He wants no bad press or incompetence, or he will start finding scapegoats.

Captain Matheson officially heads the task force, so it's his head on the chopping block if things get out of control. He too is figuring out whom he will turn into a scapegoat if things go bad.

Dr. Conrad is the official liaison with the FBI. He will assist investigations as best he can. He will even accompany the investigators if they have a valid reason why he should.

Extraordinary requests, such as for special equipment, special personnel, and special assistance from the city, need to be cleared with Matheson or Blake. For instance, if investigators want to arm policemen with flamethrowers and crosses, then they need clearance. Requests within reason will be approved, subject to the keeper's discretion. If some investigators ask for something seemingly insane, or come up with a whacked-out supernatural explanation, the task force supervisors will take it under advisement. This means that they'll discuss the matter in private, and decide whether they should remove such individuals from the case. Neither Matheson nor Blake will brook insolence.

AGENT BILL MAYHAM

Investigators can sign out cars from the motor pool, and can have a few officers (plain-clothes or in uniform) temporarily assigned to help with the investigation. McGarnagle can show out-of-town investigators the crime scenes, and so on. Investigators will not be able to order SWAT teams, scramble all units, block all the subways, or otherwise take appreciable control of the police agencies or the City of New York. The more flunkies that the investigators send out to do legwork, the greater the chance is that these non-player characters bungle it. If you want a job done well, do it yourself.

If investigators act illegally, such as by breaking into places without a warrant or by shooting suspects in the back, then the offenders will be removed from the case and possibly charged with criminal actions. Officers who witness an illegal act while working under an investigator have a chance of 80% minus the investigator's Credit Rating of reporting it. Investigators cannot enter any suspect's premises without permission—at least not legally—unless they have a valid search warrant. Since most of the human suspects will have little, if any, hard evidence implicating them in the murders, keepers should not be handing out warrants easily.

Investigators will be expected to meet every morning at 8 A.M. at City Hall to discuss progress, and to prepare media statements.

Matheson releases a media statement shortly after the meeting. The media statement includes an edited account of Dr. Gourdie's report, leaving out the drained blood, strange odors, and the weird tissue. The police say the deaths were the result of severe beating and strangulation. A tall man in a dark trench coat and hat, with a probable deformity of the face, is described as a suspect. The murders have occurred in SoHo, and the police have increased the number of plainclothes officers and police patrol cars in the area. Matheson also says:

DR. RICHARD BELASCO

- Anyone with information should please contact the authorities.
- Citizens are cautioned not to attempt to apprehend the suspect, as he may be extremely dangerous.
- A curfew of 9 P.M. is suggested.
- Citizens should walk in pairs.

After Day 5, roadblocks are set up with checkpoints around the streets leading to Hob's Court. An almost door-to-door search takes place. Helicopter surveillance occurs every night over SoHo.

The night of Day 6, the police send out a policewoman, or volunteer female investigator, to walk the streets around Hob's Court. Numerous officers of the law lurk to trap the killer if he takes the bait.

After the night of Day 6, survivors of the massacre readily listen to theories about the supernatural.

COLE SHACK, OPTIONAL MEDIA PEST

The media is hungry for murder news, preferably strange murder news. They have dubbed this killer "the SoHo Stalker." If the task force supervisor discovers an investigator leaking news, he or she is removed from the case, reprimanded, and possibly charged with obstruction of justice. Members of the media print everything they witness, including investigators committing illegal actions or talking about monsters. The keeper can make up the headlines for such stories. District Attorney Boulder will appeal to the publishers of the local papers to toe the line for the good of the city. They mostly comply. However, one reporter, Cole Shack, and his rag of a newspaper will not.

Cole Shack works for the *Daily Eye.* He is a brash, nosey reporter who dreams of getting a story that will land him the Pulitzer Prize. A wild card for the keeper, he can be a help or a hindrance to the investigators. Shack appears whenever the keeper wishes—usually when the investigators have blundered or are doing something illegal. He loves taking shots with his trusty cheap camera. He bribes Dr. Gourdie to get information on the truth of the killings, and his paper prints various "vampire theory" articles. At the keeper's discretion, this results in Gourdie getting fired. Shack likely gets fired as well. He can continue to dig up stories, even though some will be suppressed and others shown to be falsified in the end. If he persists, Shack will be charged with obstructing justice or possibly framed for more severe crimes.

COLE SHACK

Day Four: in "Serial Killer of SoHo!" Shack details the notion that a serial killer is on the loose, whom he currently dubs "the SoHo Stalker." He speculates that the killer is a mental patient or a hardened criminal. Shack reports that the killer is into blood drinking. His story also chides the police for dawdling while women die.

Day Six: in "Vampire on the Loose!!!" Shack describes the battle last night between dozens of police and the lone killer. Shack theorizes that the killer is a real vampire. He implies he has reliable information from city police and occult experts. He says that the police must start acting as if the killer is a real vampire—or they will not be able to stop the murders.

PRESENTING MORTON, THE HYBRID

Keep Morton in the shadows for the first few days. With each further attack, investigators should get a bit closer to confronting him: i.e., one night they catch a glance; another they are in time to see him in the distance wiping out some police, yet vanishing before they can confront him. This builds suspense and hides Morton's nature until the climactic battle. Then the surviving investigators can take the battle to Morton. Watch a *Night Stalker* episode to see how it's done!

However, if the enterprising investigators are good enough to be on the scene at the right time, you can reward them with an early encounter with the good doctor. This might result in a few dead player characters, but you can give them kudos for their amazing ability to catch up with the killer so early!

Keeper's Timeline of Events

The following events are a guide. The keeper must modify situations as the investigators intervene. Some entries are more fully elaborated later on in the "Routes of Investigation" section. Morton and Gregor are key figures who come up in the investigations. To understand their roles in more detail, see the "Patrols and Encounters" section further on.

DAY 1: SATURDAY, OCT. 24

11 P.M.—Morton wakes.

12 midnight—Morton kills Victim #1, Wendy Hughes, in the park at Hob's Court. Horace Cobb witnesses the slaying.

DAY 2: SUNDAY, OCT. 25

7:05 A.M.—Sanitation workers find Victim #1's body. Police are called. They bring in Cobb for questioning.

10 A.M.—Autopsy begins. Police detectives begin investigation.

10:03 A.M.—Cole Shack gets wind of the story, and prints a small article about it in the *Daily Eye*.

10:47 P.M.—Morton robs jewelry store Royal Fine Gems.

11:38 P.M.—Morton kills Victim #2, Lori Atkinson. Kate Rowlins escapes.

DAY 3: MONDAY, OCT. 26

1 A.M.—Police pick up Rowlins, who is wandering the streets and incoherent. For a brief time she is able to describe the killing.

1:10 A.M.—Police find the body of Victim #2.

7 A.M.—FBI called in.

10 A.M.—Cole Shack gets wind of possible serial killer on the loose.

12 noon—Based on the evidence, the law agencies call in the player characters.

8 P.M.—Briefing of investigators; the scenario begins.

11:58 P.M.—Morton strikes again, killing Victim #3, Nancy Hardy.

DAY 4: TUESDAY, OCT. 27

8 A.M.—A news conference is held at police HQ to answer reporters' questions.

9 A.M.—Cole Shack writes about the vampire mental patient.

2 P.M.—Magnus gives his report. Cole Shack listens and writes a crazy article fanning public hysteria.

10 P.M.—Morton robs a second jewelry store, European Treasures.

10:30 P.M.—Magnus goes to the Katakomb.

11 P.M.—Gregor the Goth and friends are spotted by police.

11 P.M.—Morton kills Victim #4, Wilma Plymouth.

11:38 P.M.—Police find Victim #4, with survivor Quentin Collins.

DAY 5: WEDNESDAY, OCT. 28

12 midnight—Morton begins to create the Crystal Key.

8 A.M.—Another news conference. City announces protective measures.

9 A.M.—Police consider a link between the diamond robberies and the serial killings. They inform the task force and investigators, turning over evidence.

10 P.M.—Gregor and gang hide out at the Jesus Wept tattoo parlor, waiting for a vampire.

11 P.M.—Morton appears and kills Victim #5, Dana Little. Gregor makes contact. Morton takes on New York's Finest.

DAY 6: THURSDAY, OCT. 28

8 A.M.—News conference. Reporters are asked not to fan panic.

9 A.M.—Morton brews a Liao derivative, para-kete. The *Daily Eye* prints Cole Shack's "real vampire" story.

11 P.M.—Morton hunts, and falls into a police trap—or is it the other way around?

DAY 7: FRIDAY, OCT. 29

8 A.M.—News conference. The task force meets.

10:08 P.M.—Morton and Gregor go to the Katakomb (see "New Drug Hits the Street" section).

DAY 8: SATURDAY, OCT. 30

10 A.M.—DEA contacted; keeper's option to introduce DEA agent into the task force.

3 P.M.—Morton finishes the Crystal Key. Reduce Morton's POW by 8 points.

DAY 9: SUNDAY, OCT. 31

10 P.M.—Night of the Ghost Walk Rave (see Central Park section for details).

Routes of Investigation

The following are different trails of information and locations the investigators can pursue. Some will not be available until the team uncovers clues leading to them. Some routes yield overlapping information. Each is a section in this adventure.

01. Crime Databases

02. Victim Profiles

03. Three Witnesses

04. Forensic Research

05. Magnus and the Vampires

06. Gothic Investigations

07. Two Jewel Robberies

08. New Drug Hits the Street

09. The Blue Ichor

10. Partridgeville

11. James Morton

12. Hob's Court

13. Patrols and Encounters

14. Central Park

01. Crime Databases

Using FBI resources, the investigators have access to the National Center for the Analysis of Violent Crime (NCAVC) databases and the Violent Criminal Apprehension Program (VICAP) files. Police records and hospital charts are also available.

The investigators can initiate a general check of mental hospitals, prisons, and other institutions for criminals or patients escaped or incarcerated which match the killer's current modus operandi. If the investigators do not, at the discretion of the keeper Conrad might do this. The results come back in 2D4 hours. No current cases match the m.o., nor do any cases for the last few years. There are no similar deaths in other cities.

If investigators want an historical search for similar crimes, Dr. Conrad assists. He receives a printout in four hours concerning historical vampiric killers. He passes on the information to the requesting investigator (*Wild Hunt Papers #7*).

From the historical search, and encountering either Helen Stavros or Kurt N. Peter, investigators may wish to get more information on the infamous Count Elisabeth Bathory or the twisted Peter Kurten. Information on them can be found through the databases, or a search at a large library (See *Wild Hunt Papers #6* and *Wild Hunt Papers #8*).

The computers project that the killer is likely a vampirist, as Dr. Conrad suggests.

No search uncovers the Halpin Chalmers murder file until the blue ichor is discovered in the autopsies (see the "Forensic Research" section below). Using the ichor as a factor, see the line of investigation in "The Blue Ichor" section.

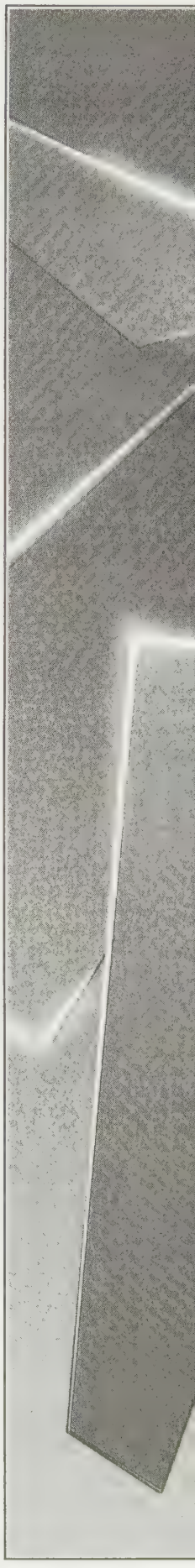
As the bodies stack up, the keeper may release the following:

Countess Elisabeth Bathory

Born in Hungary in 1560, Countess Elizabeth Bathory perpetrated incredible cruelties upon peasant girls. She lived in Csejthe Castle. She became the known as the "Blood Countess."

Elizabeth Bathory was once a woman of exceptional beauty. As she aged and her beauty waned, she tried to conceal the decline through cosmetics and the most expensive of clothes. But these would not cover the ever-spreading wrinkles. Legend has it that one day she slapped a servant girl so hard that blood spurted from her nose and splashed against the Countess's face. Looking in a mirror, Bathory observed that her skin had lost its lines of age. Bathory embarked on a reign of terror. She had her torturers kidnap beautiful young virgins, slash them with knives, and collect their blood in a large vat. Then the Countess would bathe in the virgins' blood. When she emerged from the blood, she had seemingly regained her youth and radiance.

The Countess became so notorious that her crimes could no longer be concealed. The local royalty finally put a stop to her madness by seizing her castle. She was found to be criminally insane and was walled up within a room of Csejthe Castle.



Vampire Crime Dossier: Cannibalistic and Vampiric Killers from the Past to Present

1614—Countess Elizabeth Bathory killed more than 600 girls to bathe in their blood in an attempt to keep her youth. She was sealed alive in a room of her castle after being tried for her monstrous crimes.

1800s—A man named Sorgel, in Germany, killed a man in the forest and drank his blood to try to cure himself of epilepsy.

1800s—Antoine Leger killed a 12-year-old girl, drank her blood, and ate her heart.

1849—In Paris, Sergeant Francoise Betrand was caught eating dead flesh and engaging in necrophilia.

1861—Martin Dumollard of Montluel, France, was convicted of murdering several young girls whose blood he drank. He was executed.

1872—Vincenzo Verzeni of Bottanaucco, Italy, was sentenced to life imprisonment for two murders and four attempted murders. He confessed that drinking the blood of his victims gave him immense satisfaction.

1897—Joseph Vacher of Bourg, France, while on a walking tour of the country, killed at least a dozen people and drank their blood from bites on the neck. He was finally captured, convicted, and executed.

1920—Baron Roman von Sternberg-Ungern, a nobleman in post-revolutionary Russia, drank human blood on occasion. Seemingly this connected with a belief that he was a reincarnation of Genghis Khan. The new government executed him.

1920s—John George Haigh was convinced he needed to drink blood to keep his vitality, so he installed a lab in his own home, lured people to it, killed them, drained their blood, and dropped them into an acid vat to dispose of their bodies. He admitted to killing nine people and was executed in 1949.

1924—Fritz Haarman in Germany killed and cannibalized more than 20 people, including the biting and sucking of blood from victims.

1930—Peter Kurten killed numerous young children by stabbing, mutilating, and eating flesh and drinking the blood of his victims. He was arrested in 1930, and executed the following year.

1947—Elizabeth Short of Hollywood, California, was murdered and her body dismembered. Later examination discovered her body was drained of blood.

1952—Estelita Forencio of Passi, Philippines, bit a number of people and then sucked the blood from their wounds. She was arrested for attempted murder. She said she had acquired the urge from her husband and that it came at regular intervals.

1959—Salvatore Argon, an adolescent, dressed as a vampire and committed murders. He claimed to be a real vampire. He was executed.

1960—Florencio Roque Fernandez of Manteros, Argentina, was arrested after more than 15 night attacks on sleeping women whom he would bite.

1963—Alfred Kaiser of Munich, Germany was tried for killing and drinking the blood of a 10-year-old boy he stabbed to death.

1967—James Brown, seaman, killed two fellow sailors and attempted to drink their blood. Sent to prison, he killed two inmates and drank their blood. He was then sent to an asylum in Washington, D.C., where he died of old age.

1969—Stanislav Modzieliewski, Poland, killed seven people and attempted six more murders in trying to drink blood, which he found "delicious."

1971—Wayne Boden was arrested for a series of murders that began in 1968. He would handcuff the victim, rape her, then suck blood from her breasts.

1973—Kuno Hoffman of Germany killed two people and drank their blood. He also dug up and drank blood from corpses. He was sentenced to life imprisonment.

1977—Richard Chase committed a string of killings during which he drank the victim's blood. He used to drink animal blood before getting the urge to kill. He committed suicide before he could be executed.

1979—Richard Cottingham was arrested for raping, slashing, and drinking the blood of a young prostitute. It was later discovered that he had killed a number of women and drunk their blood.

1980—James P. Riva shot his grandmother and drank her blood. He claimed he heard the voice of a vampire who commanded him to do this, and promised him eternal life.

1982—Julian Koltun, Poland, killed and raped women and drank their blood.

1984—Renato Antonio Cirillo raped and bit more than 40 women.

1985—John Crutchley kidnapped a woman, raped her, and drank her blood. In the past, he also drank blood from willing partners.

1988—An unknown woman picked up at least six men over the summer in the Soho section of London. After she returned home with a victim, she would slip drugs into his drink. While he was unconscious, she would cut his wrist and suck his blood. She was never arrested.

1991—Marcelo da Andrade of Rio de Janeiro killed 14 young boys, after which he drank their blood and ate some of their flesh.

1991—Tracey Wigginton of Brisbane, Australia, was convicted for stabbing and drinking the blood of a man. She claimed to be a vampire who regularly drank blood from her friends.

1992—Andrei Chikatilo of Rostov, Russia, was sentenced to death after confessing to killing 55 people whom he had vampirized and cannibalized.

1992—Deborah Joan Finch was tried for the murder of a neighbor. She stabbed the victim 27 times, then drank the flowing blood.

Wild Hunt Papers #8

Peter Kurten

Peter Kurten, also known as "The Düsseldorf Vampire," was born May 26, 1883. He was executed by guillotine on July 2, 1931.

Kurten claimed to have started his killings at the age of five, beginning by drowning two friends. He continued his crimes with strangulation experiments while having sex in the woods. He slit throats with knives and chopped up people with an ax, saying that he derived sexual pleasure from watching the blood flow. Sometimes he used a hammer to bash in people's skulls. He killed a servant girl by stabbing her twenty times and buried her on the banks of the Rhine. His intentions to crucify the body to shock passers-by were complicated by the weight of the body.

The last of Kurten's many murders involved strangulation and stabbing a person 36 times with scissors. His notoriety was akin to that of Jack the Ripper during his "Autumn of Terror" in the 1880s. He killed men, women, and numerous children.

Peter Kurten's name entered the annals of criminology because, after his conviction, he became the first serial killer ever interviewed in-depth by a psychiatrist.

His motives were those associated with a "sex maniac." However, his reason for killing indiscriminately, and not exclusively of one gender, was because the activity of killing, rather than intercourse with the victims, created sexual pleasure for Kurten. Although he molested some of his victims, it was only so that he might elevate his experience to an even more euphoric state.

At his trial he said, "I have no remorse. As to whether recollection of my deeds makes me feel ashamed, I will tell you. Thinking back to all the details is not at all unpleasant. I rather enjoy it."

- Each victim was considered a well-rounded and likable person. All were women who had strong wills.
- All the killings take place in SoHo. As their number grows, they are seen to cluster near Hob's Court.
- Victim #1 (Wendy Hughes) and Victim #3 (Nancy Hardy) frequented a spa called "Helen's Heaven." With a Luck roll, investigators learn that Victim #2 (Lori Atkinson) also went there once four months ago. This beauty salon specializes in baths, wraps, and skin care, and is located on the southwest corner of Lafayette and Howard streets. *Keeper's note: this is another red herring. If investigators check out the spa, see the "Statistics" section under "Helen Stavros" for further details.*

02. Victim Profiles

Each victim's profile becomes available 4D4 hours after the discovery of the new slaying. If an investigator declares he will be helping the dispatched officers to gather information, that time shortens by 1D3 hours. However, the investigator is unable to accomplish anything else during the time. If they wish, keepers may choose to role-play this information-gathering with the deceased's family and friends, or just have the investigator return with the summary. The profiles list does not include anyone Morton kills who simply got in his way—that is to say, interfering police, FBI, or investigators. Keepers can expand upon these sketches to create any number of wild goose chases.

Victim #1: Wendy Hughes

Age 27. 5'4". 120 lbs. Blonde hair. Blue eyes. Ectomorph. Medical conditions: none known. Married to John Hughes. One 6-year-old daughter, Susan. The family lives in a condominium in West Village. Religion: Episcopalian. Computer graphic designer for a large advertising company called "Future Visions." No known enemies. No criminal record. Hobbies: fencing, painting. Personality: fun, energetic, creative, and well-liked. She was on her way home from working late. Her body was found in Hob's Court Park.

Keeper option: Future Visions is located on 5th Avenue and 110th Avenue. Hughes recently took on an assignment for a new client, New World Industries, to test market a new line of toothpaste called "Pearly White." Despite the dark inner core of NWI, this operation is (almost) totally aboveboard—the dental ventures are a front to help launder money and promote the honest side of the organization. Investigations into this company may cause serious repercussions for the investigators. Keepers may also use this opportunity for the investigators to become familiar with the company, for future encounters. See the *Coming of Age* scenario for more details.

Victim #2: Lori Atkinson

Age 22. 5'6". 133 lbs. Brunette. Brown eyes. Ectomorph. Medical conditions: asthma. Single. Lived with roommate Kate Rowlins. Religion: "New Age." University student working on M.A. in archaeology. Her project involved translating ancient Sumerian tablets. No known enemies. No criminal record. Hobby: karate (brown belt). Personality: bubbly, extremely lucky, strong-willed. She was coming home from class with her friend Kate Rowlins (see pages 18–19 and 30–31). The body was found in an alley leading off of West Houston Street, between West Broadway and Wooster Street.

Keeper option: searching Atkinson's and Rowlins' apartment, investigators scan numerous papers and books detailing Sumerian mythology, history, and translating cuneiform. With a successful Occult roll, they find a book on Sumerian myth dealing with incubi, succubi, and vampires. Checking Atkinson's computer, a paper summarizing her thesis shows a section discussing various mythological monsters.

Victim #3: Nancy Hardy

Age 38. 5'5". 140 lbs. Brunette hair dyed red. Blue eyes. Endomorph. Medical conditions: high blood pressure. Married to Tommy Hardy. Three children, aged four, seven, and twelve. Religion: Catholic. Mystery writer under the name "Randy Travis" (with a successful Know roll, the investigator has read one of her novels—a good action thriller like one of Robert Ludlum's). No known enemies. Criminal record: shoplifted during adolescence. Hobby: gardening. Personality: insightful, tough, well liked, tenacious. She was heading home from an unknown location. Her husband believes she was having an affair with a man named Ryder Connery, a poet. Her body was found off an alleyway leading from Wooster Street, between Grand and Canal Streets.

NANCY HARDY

Keeper option: if investigators locate Ryder Connery, he confirms being with Nancy Hardy that evening, and bitterly blames himself for not seeing her home. As the adventure plays out, he begins to pester the investigators when he's half-drunk. He knows nothing, but at first it may seem that he has information.

Victim #4: Wilma Plymouth

WILMA PLYMOUTH

Age 24. 5'7". 124 lbs. Brunette. Brown eyes. Ectomorph. Medical conditions: none known. Single. Pianist. No known enemies. No criminal record. Hobby: pottery. Personality: quiet, willful, a perfectionist, respected. She was coming back from a date with another musician named Quentin Collins. Her body was found in an alleyway connecting Mercer and Greene Streets, between Discovery and Broome Streets.

Victim #5: Dana Little

Age 29. 5'1". 100 lbs. Blonde. Green eyes. Ectomorph. Medical conditions: none. Married to Ken Little. No children. Surgical resident doing a placement in a busy ER downtown. No known enemies. No criminal record. Hobby: fishing. Personality: brash, opinionated, yet well-liked despite being forceful. She had finished her shift and was heading home. Her body was found in a dead-end alley leading off of Wooster Street facing Hob's Court.

DANA LITTLE

03. Three Witnesses

Investigators may try to track down the Day 1 and Day 2 murder witnesses for further questioning. On Day 5, Quentin Collins also becomes a witness. After the next day, the investigators likely get a good look at Mr. Morton.

Horace Cobb, Hobo

He was released after giving his statement. The police know his local haunts, allowing investigators to track him down with a successful Luck roll in 1D4 hours. He will be found resting in an alleyway,

HORACE COBB

drinking cheap wine. He feels antipathy to police; any mention of connection with them causes a 25 percentile reduction in the chance he mentions anything new. A gift of money or booze raises the chance for new information by 25 percentiles. With a successful Persuade roll, he may mention one or more of the following:

- The killer reminded Cobb of those vampires he saw in films as a youth.
- The guy's hands looked like claws—they shone like they were made of ice.
- Cobb thought it was the alcohol playing tricks with his eyes, like seeing triple, but he swears the killer seemed to shift all about, as if he was oozing—or he was in two places at the same time. Or parts of him were at least—Cobb can't elaborate further.
- If asked exactly where Cobb was, he was lying behind the globe showing the route of Christopher Columbus. *Keeper's note: Morton couldn't perceive Cobb because he was behind/in contact with a spherical object.*
- If asked about the fangs, Cobb will say that the killer had fangs, like a vampire's. A successful Psychology roll indicates Cobb is holding something back. If the investigator talking with Cobb makes another successful Persuade roll, Cobb says that the killer's entire face was made of fangs, like a shark's.

Kate Rowlins, Graduate Student in Archaeology

Rowlins was transferred to the New York psychiatric ward at Bellevue. Under the care of Dr. Kurt N. Peter, she is in a state of cataleptic dissociation. The sanity-blasting visage of Morton provoked her withdrawal from reality. She is also wracked with guilt over running away from the scene, believing she may have been able to save her friend.

Investigators wanting to interview Rowlins have to go through Dr. Peter. He is a stern man speaking in a thick German accent. He has no sense of humor. He hesitates to allow anyone to interfere with her therapy. Dr. Peter meets investigators in his office. His office is a bit odd. There is a large painting on one wall depicting a scene from the story "Peter and the Wolf." Among the books on his shelves are volumes concerning war wounds, cannibal murders, and ancient tribal ceremonies. If the books are asked about, he will say, "My hobbies, heh heh. That iz a joke."

DR. KURT N. PETER

Investigators may link his name to that of Peter Kurten, the vampire killer of Dusseldorf. This is merely a coincidence. Paranoid investigators may try to investigate the good doctor. Dr. Peter is aware of the similarity in name, and is sensitive about jokes regarding it. For further details about Dr. Peter, check the "Statistics" section.

With a successful Law roll (earning Dr. Peter's animosity), or a successful Psychiatry or Medicine roll (earning Peter's respect), investigators may question Rowlins under Peter's supervision. Once every 24 hours, the investigator can attempt a Psychiatry or Psychoanalysis roll. With a success, Rowlins responds to outside stimuli. A second successful roll restores her consciousness, but with dissociative amnesia. A third success restores her memory. At that point, she can be questioned. Dr. Peter will try each day as well (if an investigator does not, or happens to fail a roll on a particular day).

Once Rowlins' memory is restored, each time she gives a piece of information there is a 20% chance she will be overcome with emotional trauma. If she is, the investigator talking with her can attempt a Psychiatry or Psychoanalysis roll to calm her down, and with a success continue the interview. Otherwise, questions must wait until the next day. She mentions one or more of the following:

KATE ROWLINS

- She and Lori were walking home from the YMCA when a monster attacked them.
- The monster had the shape of a man, was dressed like a man, but was not a man.
- The monster was inhumanly quick and strong.
- When she saw its face, she was overcome with a fear that threatened her soul. As she talks, she seems to go into a trance, and begins speaking in a whisper. "It was wolflike, with blazing eyes

and clashing jaws . . . shifting—a kaleidoscope." She snaps out of the trance, saying, "Huge clashing jaws—that's what his face was!"

- From his jaws, a monstrous snake oozed forth, and fastened itself onto Lori's chest, and Lori went limp.
- Kate, transfixed until that time in utter horror, screamed. The monster turned toward her, and she threw the basketball she was carrying at the thing. The monster seemed to recoil for a moment, dodging the ball. Kate took that moment to run away.
- She is overcome with grief that she abandoned her friend. She should be dead, too.

With an Idea roll, investigators may ask police if they recovered the basketball at the crime scene. They did. Investigators can look it over, analyze its structure, and so on. It is a totally normal rubber ball. *(Keeper's note: Morton detests spherical objects, and recoiled in disgust, allowing Kate to escape.)* If the basketball is sent for more intense analysis, it shows nothing out of the ordinary. It is made of a rubber polymer, which can be synthesized and sent to the investigators if they want canisters of liquid plastic to spray at the killer.

Quentin Collins, Violinist

Collins is in a neuro-surgical unit at New York General Hospital. His back was broken when the attacker hurled him against a wall. If investigators ask the doctors, they say he has only a slim chance of ever walking again.

If investigators do a background check on Collins, they find he is thirty, single, works at the symphony, and has a clean police record. He was a ward of the Children's Aid Society from an early age due to parental abuse. It seems his father was an alcoholic who also suffered from delusions of being a werewolf.

QUENTIN COLLINS

Investigators may question Collins about the night of the murder. He will tell them his statement (see *Wild Hunt Papers #9*). After a few days in the hospital, he will develop a severe case of depression. He will stay in the hospital for the rest of the scenario.

Wild Hunt Papers #9

Quentin Collins' Statement

"We were walking to her place when a horrible decomposing rot—I think that is the best description—breezed over us. I held my dinner down, but poor Wilma doubled over and vomited. I was suddenly shoved from behind by a powerful blow, and was hurled into the side of a building. I twisted up in pain, and I saw—him. He was dressed in a black trench coat and wide-brimmed hat. His features were hidden by the hat and upturned collar. He had lifted up Wilma with one hand. He then walked into the alley with her, but as he walked it was if his shape rippled—dark ripples swimming over him. He was moving as if twisting, or swirling . . . bending. I—well, this sounds fantastic—but I glimpsed his face . . . if it was a face. It appeared to be a giant set of jaws—wolflike. That's right—no eyes—no nose—just fangs! Fangs. . . . Poor Wilma. . . . I passed out. When next I awoke, I was in the hospital, getting this cast. The doctors say I only have a slim chance of walking again. You get this bastard—you get him good."

SPECIAL INTUITION FOR PHYSICISTS OR MATHEMATICIANS

After hearing or reading the various statements, if an investigator has Physics over 25% or Mathematics over 50%, he or she may attempt an INT x1 roll. After an investigator with these skill levels actually sees Morton in his Tindalosian form, his or her chance to succeed increases to INT x5. With a success, the investigator postulates that perhaps the victims are describing someone who exists in a partial hyperspace, and that the witnesses have only seen spacetime segments of the murderer.

04. Forensic Research

The first crime occurred in Hob's Court Park (map, p. 54). Nothing remains except a barrier of police tape and tape outlining where the victim lay. The only things nearby are a statue of Columbus, and a casting of a world globe depicting his route across the ocean. The police found Cobb passed out near the Columbus statue.

The second crime occurred in an alley two blocks away from the first murder. Police tape cordons off the area. Inside is another taped outline of

the victim. In the original report, besides the corpse, the only other thing found nearby was the basketball belonging to Kate Rowlins. This is easily missed unless someone reading the report makes an English roll and an Idea roll. The basketball is kept at the police station's property room. See Kate Rowlins' entry under "Three Witnesses" for more information on the basketball.

Subsequent slayings occur in district alleys and again in the park in Hob's Court. The keeper can decide exactly what, if anything, is found at these latter crime scenes. New clues can be provided if investigators are woefully off course in their endeavors. Some suggestions follow.

Morton loses his hat: an old wide-brimmed black fedora is found near a body. Looking inside the hat, the date of manufacture is shown to be 1924. Lab analysis finds some strange crystals inside the hat band. See the lab reports a little further below describing the crystals.

Morton's footprints are found: with a Spot Hidden roll, some footprints are found in a flower bed. An imprint sent to the lab reveals that a size 11 shoe made them. The shoe print corresponds to a dress shoe out of style for many decades.

Morton's footprints are followed: a successful Track roll through a muddy, litter-strewn alley shows that the person seems to walk toward a wall. Then the tracks stop. Searching the wall shows no secret doors or other way for the person to have continued. A Track roll equal to one fifth or less of the investigator's Track skill shows that the trail actually goes on, to a blind corner of the alley. With this observation in mind, subsequent Tracks show that the trail of the killer always leads to the corners of intersecting walls.

Autopsies of Victims 1 and 2

Dr. R'as al Gourdie is the police coroner. A short thin Arab, he has a canine-like look to his face, and yellow teeth. His nickname (strictly behind his back) is "Dr. Ghoulie." He often seems to live in the morgue. Miffed that other experts have been called in to re-examine his work, he raises a small fuss. In the end, he concedes, letting the task force recheck the bodies and work alongside with him. Investigators may come to suspect Dr. Gourdie, and look into his background a bit further. If so, check him out on pages 68–69.

If a player character has 50% or better Medicine or Forensics (Medicine), he or she can re-examine the bodies of the first two victims as well as those of future victims. If keepers have introduced Dr. Belasco, he will participate as an associate. Investigator(s) can try to roll their skills, one roll per item. Missed information can be obtained by further autopsies. Each autopsy takes 2D3 hours.

- A stench clings to the bodies. The smell is like rotten, decayed flesh, although the bodies show no evidence of unexpected decomposition (no roll is needed to discover this).
- Confirmation of the approximate times of death: both died approximately close to midnight on consecutive days.
- Confirmation that both were quick deaths, within a minute, by strangulation. The killer's grip was inhumanly strong, literally bone crushing—the humerus of the first victim has been gripped and pulverized, the second had her scapulas squeezed to small fragments. The vertebrae of the neck have also been crushed.
- Confirmation of toxicology reports. There were no foreign substances in the bodies.
- Analysis of the tissue found under the victims' fingernails—the tissue is crumbly and almost crystalline. By optical microscopy, the tissue is not made of animal cells, but crystal dust. Under electron microscopy, the crystals can be seen as tiny triangular objects, which seem to shift and vibrate. They appear to vanish over time.
- The victims bear no signs of sexual trauma.
- The victims' bodies have been raked by deep claw marks. The characteristics of the wounds are unfamiliar to the examiners.
- The same crystalline substance is found in the claw wounds of the victims as was found under the fingernails.
- The victims have been drained of blood. Only traces of blood remain. The cerebral spinal fluid and lymph have also been drained. The interior organs feel like leather, as if desiccated.
- A hole was made over both chest areas, 2 cm in diameter, and 6 cm deep. Crystalline dust was found around the inner edge of these wounds, as were traces of human saliva. The saliva contains secretions of cell markers, and thus the saliva can be quickly tested. The saliva belongs to someone with type O-negative blood.
- The chest hole does not seem to have been made by any identifiable tool or device.
- A small amount of a blue substance is also found around the edges of the chest holes when tissue samples are viewed under microscopy. Under great enlargement, the substance appears to be organic, but without cellular structure. Touching

Autopsies by Gourdie or Belasco

The keeper may have the investigators role-play during the autopsy. Having characters faint while watching the examination is always fun. Autopsy translates to "See For Yourself," so let the investigators see!

SANITY

The keeper should feel free to impose small losses ranging from 0/1D2 to 1/1D3 SAN to those who witness an autopsy for the first time. Those familiar with corpses such as doctors, nurses, police, and combat infantry have likely seen enough death to suffer little or no immediate penalty. For a character trained in medicine, the oddities connected with the cadavers are threatening, and could result in minor Sanity loss (1/1D2 SAN). Seeing the dead may trigger a character's post traumatic stress disorder, or increase the pain of someone going through the process of bereavement.

DECORUM

Anyone horsing around or cracking jokes besides the forensic pathologists will be asked to leave. The doctors might have dry humor, but never during the examination, where they have all learned a code of reverence for the dead.

WHAT MIGHT BE SEEN

The keeper can add as much gory detail as desired, but here are the quick basics for an autopsy of a Morton victim.

The doctors wash up, then put on a gown and gloves. Unlike surgeons, usually they do not have a nurse turn on the CD player. The autopsy proceeds in relative silence, quietly enough that the doctors can verbally dictate findings as they proceed.

The doctor examines the body before opening the cadaver. The stench is quite noticeable, smelling as if the corpse was decaying for weeks. However, the body looks freshly dead. Claw marks are evident.

A scalpel incision opens various areas of the body, starting with the chest and abdomen. The head is opened with another cut, and a bone saw is used to cut through the skull (it stops at brain matter, being able to distinguish hard from soft tissues). Another saw is used to cut through the rib cage. The bone fractures will be discovered.

Blood samples will be taken, as well as urine. Only the smallest amount will be found, for most of the fluid of the body is gone. The samples will be sent along with tissue samples for analysis—drug screens, infections, malarial antigens, etc.

Internal organs will be inspected, with tissue samples taken. The doctors will free up the large intestines etc. The organs are taken out and weighed. They will then be dissected to observe for any overt indications of disease process, e.g. cirrhosis of the liver. Keepers can have the pathologists take out as many organs as they wish—lungs, heart, liver, kidneys, intestines, etc. Samples of the tissue of organs are taken for analysis as well. Often one can note the chef-like skill of the doctor as he or she cuts thin slabs of kidney, liver and heart as if they were gourmet dishes (Dr. Gourdie in particular seems to have amazing . . . culinary skills). The stomach contents are often analyzed to see if there are toxins in the fluid. The external and internal genitalia will be examined for signs of sexual trauma, and samples will be taken to determine if the deceased recently had sexual intercourse.

The brain is often preserved in a fixative for a few days so that it can be neatly dissected.

Finished, the doctor stuffs the body with its organs again (nicely), unless some are being retained for further analysis, or are to be cremated as per family wishes or the law.

the substance to any animal tissue results in the liquid being dehydrated out of the animal cells.

FBI Lab Reports

A report takes 6D6 hours to return after an item has been sent for testing at the Washington FBI labs.

The Crystalline Dust: the crystals cause a debate. Some experts say they are inorganic. Some say they are non-terrestrial organic tissue that seem to conform to laws of a nature not from this planet. The crystals multiply at a slow rate, as if independently alive. The shifting of the crystals' positions is attributed to some form of decomposition. The complete sample has now vanished. Even freezing the crystals at close to zero degrees Kelvin did not halt the crystals from vanishing. *(Keeper's note: the crystals slowly vibrate and bend their way out of this dimension and into the realm of Tindalos. Investigators who may be thinking the killer can hop through space can attempt an Idea roll to come up with this theory.)*

Claw Marks: consultations with a variety of zoologists and weapons experts fail to identify the claw

marks. The closest resemblance is that of a wolf, except one of huge size. Such a creature, the dire wolf, existed in prehistoric times. The fact that there is no hair or animal tissue in the wounds points to the use of an artificial claw as the weapon, unless the crystalline dust is counted as an organic.

Saliva: the person's blood type is O-negative. Crystalline fragments were found in the saliva. Some human DNA was also found.

Chest Hole: if a sample of the edge of these wounds is sent for analysis, the edges of the wound are examined with intense microscopy, magnetic resonance imaging, and ultra-sound. The following is discovered: the edges of the tissue seem totally intact, as if the neighboring cells simply winked out of existence, or disintegrated. This phenomenon applies to all edges of the hole. If the blue substance was not found at the autopsy, then the FBI labs will discover it now. They will then analyze the blue substance, taking the usual 6D6 hours. If investigators only send a photograph, then the labs will not find the blue substance.

Blue Substance: follow this lead under its own section, "The Blue Ichor."

05. Magnus and the Vampires

Investigators may want to research vampire legends further. An investigator with Occult 25% or better completely understands the standard European vampire summarized in the *Call of Cthulhu* rule book. Investigators with Occult 50% or more or who make a successful Occult roll will also know most of what Magnus will relate to them under "Vampire Legends," below. Experts can also research the Metropolitan Library, and in 2D4 hours come across references to the *vrykolakas.* However, a key book dealing with such entities is missing (Magnus stole it; it is a prized possession in his vampire document collection). Otherwise, Magnus will tell the investigators about vampires. Magnus's odd behavior, his home in SoHo, and his connection to the Goth scene may cast him as a suspect. See pages 69–70 of the "Statistics" section for more about him.

My Dinner with Magnus

As mentioned in the introduction, Magnus tries to enlist like-minded people to his cause. After the initial briefing, he invites to dinner those who will listen to his theories. He takes them to an Asian fusion restaurant in SoHo called the "Itchi-Leng." The decor is old brick walls, hardwood floors, timber ceilings, and paper lanterns, which lend the rooms some appearance of a Japanese country inn. Magnus recommends a hot dark broth served with half-cooked exotic vegetables, sesame seeds, and noodles. He orders a dish of boned chicken, scallops, and blanched spinach, and as an appetizer avocado with shrimp in *miso* sauce. (At the keeper's option, this restaurant is a franchise of the notorious Tcho-Tcho restaurants popping up in places such as Samson, California or Toronto, Canada. For a further description, see the *At Your Door* campaign book.)

In conversation, he mentions the following, if the players have not done so already:

- The witnesses mention the perpetrator had giant teeth, fangs if you will.
- The perpetrator smelled of death, a frequent observation in the vampire literature, especially their breath.
- No traces of blood left in the body. Just like a vampire!
- The perpetrator has fantastic strength, more than human.
- The witnesses had the impression the perpetrator became like a wolf; they cannot explain this perception. Vampire legends speak of the undead being able to shape-shift into animals such as wolves. One witness clearly said the killer seemed to literally shift shape.
- The murderer seemed to fade away into mist. Vampire legends also speak of the ability to transform into mist, or even to dematerialize.
- The victims seem to have had their life force drained, and a small puncture wound was found on the chests of the victims. Although not traditional blood drinking, psychic/life force draining has also been reported in the literature.
- Human saliva was found around the edges of the wound.
- The killer growled, "I thirst!" Just what a vampire would say!

Since he loves his theory (and himself) more than the truth, Magnus won't point out holes in his own theory, although investigators might—for instance, if the vampire has fangs, why are there no classic fang marks on the victims' necks? The hole in the chest doesn't seem to have been made with a tooth. If he is challenged in his theories, Magnus relates

Vampire Legends

Vampires come in a variety of forms. Vampires can be evil creatures, spirits, undead, or demons. Their intent is to suck out the life force of humans to prolong their own lives or increase their own vitality. Usually this is done by stealing blood, but sometimes by a psychic energy drain.

The traditional European vampire is found in the *Call of Cthulhu* rules.

The word *vampire* came into common usage during the 18th century, the Age of Reason. It derives from the Magyar word *vampir,* and is similar to the Lithuanian word *wempti,* which means "to drink."

The vampire image has a legion of manifestations—Indian *rakshasahs,* Greek *lamias,* the Hebraic *Lilith,* the Armenian *Dashnavar,* Chinese *ch'ing shih, tengu* and *kiangshi,* Dalmatian *denac* and *orko,* European *nosferatu,* south Slavic *Mara,* Roman *stirges,* Mexican *ciuateteo,* and many others.

The vampire theme caught the imagination of 18th century writers and poets, and helped shape the form of the vampire symbol in modern Western culture. Examples include Byron's *Vampyre,* Keats' *Lamia,* Coleridge's *Christobel,* and Marquis de Sade's *Justine,* Le Fanu's *Carmilla,* Stoker's *Dracula,* and works from writers such as Goethe, Baudelaire, Gogol, and Tolstoi.

Psychic vampirism occurs in some people. These "psychic sponges" unconsciously vampirize every sensitive person they come in contact with, sapping their life force. Such a person is possessed by a vampiric entity.

several legends about vampires (see "Vampire Legends," above). As mentioned above, investigators who research this information can soon confirm that Magnus is almost reciting out of a textbook on the subject.

If asked about the Goth angle, Magnus says it will lead to a dead end. He has hung out with them. They are harmless. He adds that Dr. Conrad and Captain Matheson wouldn't believe in the supernatural even if a demon popped up right in front of them and bit off their arms.

At the end of the conversation, he states he will be researching his books to discover what type of vampire is on the loose. He then heads home to look through his tomes.

The next afternoon, he presents himself first to the occult-oriented investigators, and discusses his theory that the killer is a *vrykolakas.* If he can't find the right investigators, he waits until the next morning meeting and presents his ideas to the task force.

THE VRYKOLAKAS

Each statement Magnus makes can be confirmed with a successful Occult roll.

Magnus believes that the killer is a vampire, but not of the usual European variety. The murderer is likely a Greek revenant known as the *vrykolakas.* The history of these creatures dates back to the time of the Roman Emperor Hadrian.

To become a vrykolakas, one had to be cursed, die a violent death, do a dishonorable act, or be excommunicated from the church (Greek Orthodox). Such vampires usually return to complete some unfinished business in their lives.

The word "vrykolakas" means "wolf-pelt wearer." Magnus connects this to the witnesses reporting the wolfish look of the vampire. Werewolves, after death, were thought to become vampires.

The method of destroying them usually was with fire. Crosses and sunlight are not mentioned as being effective. Neither are stakes; many accounts describe vrykolakas being impaled over and over, beheaded and so on, and still returning to haunt the living. Magnus suggests that the police arm themselves with holy water, flame-throwers, and flare guns.

Magnus has gathered this information from the book *De Graecorum Hodie Quorundam Opinationibus.* He will lend it only to someone whom he considers a scholar. See the box below describing the occult tome.

After Magnus delivers his views, the non-player characters on the task force consider him crazy. After they tangle with Morton on the evening of Day 5, they start believing anything. The keeper can decide at that point how far the task force will adopt Magnus's ideas, based on the investigators' support or rejection of Magnus's theories. If they reject them, Magnus operates alone, stalking the

De Graecorum Hodie Quorundam Opinationibus

Published in Latin, dated 1545. Written by Leo Allatius, it is a history and folklore omnibus discussing Mediterranean legends and superstitions. It contains a chapter on the vrykolakas. It takes 2D3 weeks to study and comprehend, 4D3 hours to skim, and yields +3 percentiles Occult and +1 percentile European History.

alleys with a flare gun, cross (he took it just in case), and holy water.

Keeper's option: Morton will kill Magnus on the evening of Day 5. Magnus's head will have been hit by such force that only his lower jaw is intact. All the rest of his head is a smudge on the side of an alley wall. Credit cards and a driver's license in the corpse's wallet identify the body, as does his intact lower jaw (dental records).

If desired, of course, the keeper may spare Magnus's life. He can recover from being beaten to a pulp, and turn up again for future scenarios. One option may be to replace Magnus as the murdered author in "The Unsealed Room" scenario in *Secrets,* having met his fate with another vampiric entity.

06. Gothic Investigations

With leads from the police, or their own ideas, investigators may canvass the Goth areas around town. McGarnagle, the Internet, or a careful yellow pages search (Library Use) turns up two major Goth hangouts, the Katakomb and NightDark Designs. If Magnus is around, his presence may hinder some sources from speaking. If he learns that the investigators are interested in Bob Palmer (for whom, see a little further below), Magnus tries to guide them away from that lead. For this red herring, he should seem to be covering up something, which he is (his own vampiric fantasies). This route of investigation raises questions about Simon Magnus, Bob Palmer, and Gregor the Goth (see pages 69–70, 71–72, and the "Goth Sub-Culture" sidebar).

The Katakomb

This is a seedy downtown Gothic nightclub, in the SoHo district at the northwest corner of Prince and Mercer Streets. The Katakomb is a Goth hangout bar converted from an old warehouse. It is open seven days a week. It is a two floor building done in Gothic fashion, with prominent references to dynastic Egypt's cat goddess Bast. There are private rooms, as well as pool tables and video games (the pool tables and video games are not shown on the map on page 39). Proper ID is required every night unless otherwise noted. Minimum age is 19. Although there is no dress code most nights, investigators not dressed in industrial/Goth style stick out like sore thumbs. There is no cover charge. The music played is Goth, industrial and alternative.

Goth Sub-Culture

"Goth" or "Gothic" in this situation refers to a particular form of a genre of fiction from the late eighteenth century—dark shadowy themes of desolation, wind-swept castles, and the supernatural. Central to many Gothic works is the vampire.

Goths appeared in the 1970s, arising from the music subcultures of the late 1960s. The movement began in the United Kingdom when certain musical bands such as Bauhaus, the Cult, the Cure, and the Sisters of Mercy created a variant music called "Gothic rock" or "death rock." A circuit of music clubs, most notably the Bat Cave in London, opened to provide a stage for their performances.

Goth culture emulates the symbols of death. The fashion is to dress like a vampire or something "dead." Clothing is often black. The S&M crowd overlaps into the Goth scene, with fetishware often worn. Hair, if combed, tends to be uncurled, razor-cut, and either black or starkly blonde. Dark clothing combined with white make-up (often with Egyptian-style eye makeup) and dark lipstick presents an overall image of death.

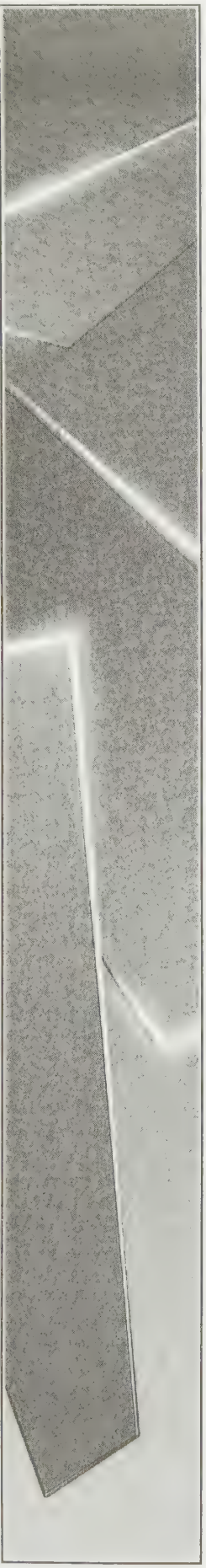
The movement was very popular in the 1980s, and spread across Europe and North America. Various Gothic societies formed, as did magazines and new musical bands. The majority of large urban centers in North America now have at least one nightclub that regularly features Gothic music.

Anne Rice's *Vampire Chronicles* are prime reading material for Goths. Her major creation, the vampire Lestat, is described as an essentially androgynous being. For many, androgyny is an essential aspect of the gothic image. A related theme is that of alternative sexual practices—some Goths indulge in breaking the taboos that surround sado-masochism, fetishism, and bondage. Although Goths can be of any religion, a significant number are into New Age and Wicca.

A very small number of Goths indulge in "feasting" on other members' blood. A few sleep in coffins. Some get permanently capped incisor-fangs from dentists. Other Goths frown upon these individuals, whom they feel give their movement a really bad name.

Investigators wandering into the bar may find it a bit of a shock. Ducking through the entrance flanked by carved sarcophagi, investigators enter a

A Busy Night at The Katakomb



twilight grotto that combines the décor of a mausoleum and a bar from hell.

The red lighting is extremely dim—practically nonexistent. It comes from Gothic black metal sconces holding crimson light bulbs. Papier-mâché props line the walls, depicting Egyptian architecture of the tombs. The ceiling is painted as an obscene Sistine Chapel, with skeletal demons as angels, and God portrayed by a vampiric devil, reaching out to clutch the throat of a man reclining on a cloud. Several more sarcophagi, this time upright and bolted to the floor, are scatted among the tables flanking a small dance floor.

Music booms. The songs include morbid lyrics from such bands as God's Lost Children, In Morto Veritas, Skinny Puppy, Bauhaus, the Rising, Charnel Dreams, and others. A mock-up of the front of the Sphinx fills most of the north wall, the DJ booth sitting under the head and flanked by the two paws, which project toward the dance floor.

The people inhabiting this labyrinth of darkness wear black flowing clothes. Their faces are white as death, and their eyes shining out from dark pits of black eye makeup. Some seem to have fangs. Many are drinking, dancing, and doing drugs while leaning against statues of the cat goddess Bast. Up close, most of them seem to be adolescents. Some anorexic females cavort by, dressed in nothing but thin leather strips and thigh-high boots. One winks and smiles, showing a fanged mouth.

WALL POSTERS

A placard, painted in glow-in-the-dark red paint, says this week's guest DJ is DJ Undead Kraken, who is playing the Apocalypse Music Mix.

Numerous posters advertise NightDark Designs, a clothing store, the address listed at bottom.

A few posters for the Jesus Wept Body Art store also appear. The photo features a satanic pentagram scarified on a naked woman's back. The address is at the bottom.

A large poster with a picture of a giant fanged maw advertises "Fangs for the Memories" by a Dr. Bob Palmer. His office address is listed at the bottom, another district address. It seems the dentist specializes in making custom-made fangs.

A poster declares November 1 a "Fetish Night," sponsored by a local fetish store named S&MAK. These nights have a cover charge of $5 and a strict fetish dress code is in effect.

There are also numerous rave posters about. If investigators bother to read some, call for Spot Hidden rolls. The next big rave advertised is called "Ghost Walk to the Lake." It occurs on Halloween (Day 9), starting at 10 P.M. People are to gather at Columbus Circle. A route shows a path leading down Central Park West Street, up to 72nd Street, then a turn into Central Park towards the lake.

Raves

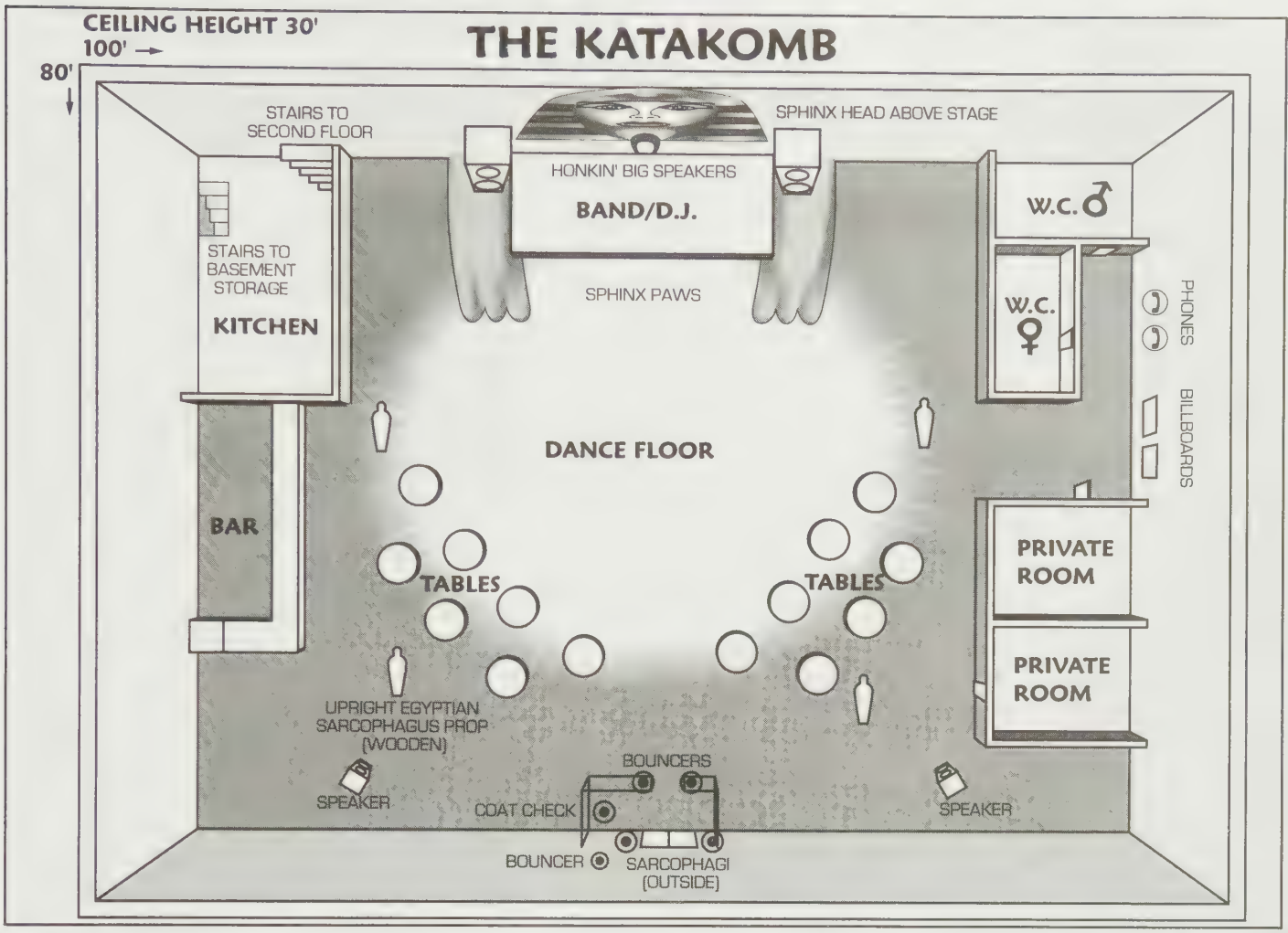
Techno music, polydrug use, and communal wild abandon fuel these energetic all-night happenings. Outlaw by nature, raves are optimally held in the open air. The event's promoters announce the upcoming rave through flyers, secret phone numbers, and Internet mailing lists, but keep secret its location. Originally a part of Britain's late-1980s acid house culture, raves came to America around the beginning of the 1990s, most powerfully in the L.A. area. There, entire amusement parks such as Knotts' Berry Farm would be rented for the occasion. New York's indoor-outdoor traveling rave N.A.S.A. (Nocturnal Audio Sensory Awakening) was one East Coast stronghold. Today, raves occur indoors and outdoors. The current city policy is harm reduction, with most law enforcement agencies turning a blind eye to the activities. Public health departments focus more on making sure the ravers do no serious harm to themselves.

RANDOM QUESTIONS

Questioning the crowd will turn up information from various Goths. However, investigators not dressed for the scene suffer a 15 percentile reduction to their communication skills. If they are dressed in expensive suits or look like police, increase the reduction to 20 percentiles. A further 20 percentile reduction applies if they behave as if the Goths are freaks. On the other hand, if they buy beers for the locals, augment the effect of their communication skills by 15 percentiles each. If an investigator makes a successful Occult roll to impress a questionee, augment their chances by 10 percentiles more. Offering cash also increases chances by one percentile per dollar. Denizens can answer questions about Goth culture, as well as events or people. Successful Persuade rolls are required to learn about the following people, places, and topics.

GREGOR

Gregor: if specifically asked about him, most Goths know of Gregor, his squat, and what people think of him (not much). With a Luck roll, one leather-clad Goth also mentions that Gregor works in a tattoo parlor called Jesus Wept. With another Luck roll, someone overheard that



Gregor was planning to look for the "vampire" with his buddies, to make some sort of deal with it. "What a creep and loser!" Gregor likes to attend raves. There is a big one on the weekend somewhere in Central Park.

If it is after Day 7, Gregor was spotted at the club on the evening of Day 7 with an odd guy dressed in a black trench coat and hat. The man seemed to be in his fifties. This informant can describe the fellow so that police artists can make a rough sketch of the person. If the investigators have the photo of Morton, they match closely. The informant also states they think Gregor poisoned some people with bad drugs that night (see the "New Drug Hits the Street" section for details).

Palmer: if the investigators ask for a likely culprit for the vampire crimes, a fellow named Palmer is mentioned. He's the one the Goth crowd would likely nominate. If Palmer is asked about, some S&M types mention he is a dominant S&M junkie, and the fang maker of New York. People think him a bit too sadistic. He styles himself as a vampire, and has at least three female "brides"—S&M submissive females—who live with him. With another Luck roll, someone mentions that Magnus and Palmer are friends. Magnus comes on rare occasions. He is considered a bit of a loony-tune.

Magnus: Magnus comes to the bar on occasion. He claims he is researching Goth culture, but is considered by the regulars to be a freak who wants to taste blood. While drunk, he once claimed he met a real vampire. Word is, though, that Magnus is a poseur.

Feasters: there are blood-drinkers in the crowd. Various names are mentioned. If investigators know about Palmer and Gregor, those names pop up again as blood-drinkers. Following up the other names leads to young adults who get together in someone's apartment where they slash each other's wrists, pour the blood into a chalice, and drink in ritualistic fashion. The general crowd frowns upon these people.

Raves: investigators are directed to check out the wall posters. With a Luck roll, someone mentions that the Ghost Walk to the Lake rave sounds like it'll be a blast.

Witchcraft/Cults: most of the crowd will feel offended by the manner in which the investigators are asking the questions. However, one might mention that some Goths are into Wicca, and have a

Wild Hunt Papers #10

Order of the Vampyre

This order is part of the Temple of Set, a religious institution dedicated to and consecrated by Set, an ancient Egyptian god who was later adapted into the Judeo-Christian concept of Satan. The temple was founded in 1975 by the Church of Satan (founded in 1966). It is a strict and ethical law-abiding institution. The order's goal is to identify and understand human desires, to extremes, which have been suppressed by the mind's fear. Members refer to themselves as vampires. It has levels of admission, international membership, publishes a newsletter, *Nightwing,* and a journal, *The Vampyre Papers.* Its main office is in San Francisco.

monthly meeting in Central Park. The next meeting is November 15.

The Ceiling Painting: the evil mural above is a work of genius. If asked about, locals say the infamous and mysterious artist known as the Night Serpent painted it.

Angel Dust, Anyone?: this is a keeper option. If investigators treat the regulars like freaks, an angry Goth takes exception. He will look calm and happy, and offer a free round of beers to the investigators. However, he will have signaled a buddy to spike the brew with a mega-hit of phencyclidine (PCP), a.k.a. angel dust. Anyone drinking the drug-laden beverage will be hit with the substance's effects within 3D6 rounds. PCP is a dissociative hallucinogen, often creating paranoid schizophrenic symptoms in the user, and making the user able to ignore pain. In game effects, the keeper should take control of the character, have him or her act *very* paranoid—for instance, believing everyone in the bar is really a vampire, and beginning a brawl.

Those with guns will not think to use them, but rather start with fists. Those intoxicated on the drug will be able to ignore damage, but can still be knocked out as per the *Call of Cthulhu* rules—losing half of his or her hit points, or being brought down to two or less hit points. The drugged individual is also able to push his or her STR higher than normal (+3 to STR for the duration of the drug's effects). The drug wears off in 2D3 hours. The best course is to get the individual to a safe quiet room with heavy sedation—an ER with a security room is ideal. For any foolish task force member falling for this ploy, remind them afterwards that they were not supposed to drink on duty!

NightDark Designs

This is a downtown Goth clothing store in the SoHo district, open 11 A.M. to 8 P.M. Tuesday through Saturday. It's at the northwest corner of Prince and West Broadway. Recognized as New York's first Gothic specialty shop, its wares include extensive men's and women's fashions, buckle boots and shoes, a make-up and wig department, a book and magazine department, beautiful Gothic jewelry and giftware, the darkest selection of t-shirts anywhere, and more. All is assembled in a splendid Victorian environment. Present are 1D4 Goth customers.

MIRCALLA

The owner, Mircalla, is a skinny brunette. She looks a bit like Elvira, but not as busty. She has permanent fang-capped incisor teeth.

Fangs: if asked about her teeth, she will say a Doctor Bob Palmer performed the procedure. If asked more about Palmer, see the Katakomb section above—she repeats the information in the Palmer sub-section there. She adds that she dated him for a time, but had to stop as he kept demanding to bite her neck and drink the blood. Although she likes a little kinkiness, she was not that far into it. He also told her he belonged to the Order of the Vampyre (for details, see *Wild Hunt Papers #10,* above).

Gregor: she knows that he is that creepy kid who works at a tattoo parlor called Jesus Wept.

Vampires: if asked about vampires in general, she points to a book section. Players can buy books on the subject, as well as other occult topics. Necklaces, rings, and so on can also be bought.

Magnus: she knows Magnus. If he accompanies the investigators, she won't mention the remainder of this paragraph, since she considers him a creep. She says Magnus often comes in, pretending to be researching stuff, and asks her a lot of questions. The way he looks at her makes her skin crawl. She has seen him wearing his own set of fangs. She keeps a small handgun, registered, under the cash register. "One of these days I am *sure* he is gonna try to jump me—watch your backs—and necks."

Witchcraft/Cults: she says she is a practicing Wicca witch. She works with crystals. She can show investigators numerous crystals for healing, luck, and so on.

If an investigator with a high APP or a successful Persuade roll flirts with her, she will make a date to take them around Goth hangouts like the Katakomb. Her presence increases chances of gaining information by +25 percentiles. She says that the Goth community wants the killer caught too, before they end up as police scapegoats. Although she doesn't really believe in vampires, she has a vial of holy water blessed by the Pope himself (for real!) and an ancient Greek Orthodox cross. She admits she is actually a Greek Orthodox Christian by birth, named Anna Nikodemos.

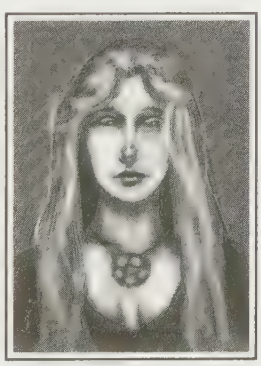
Mircalla will hang out with the investigator with the highest APP, male or female, as she is bisexual. For more details, see her in the "Statistics" section on page 71.

S&MAK, an S&M Emporium

The S&MAK is a SoHo district store on the northwest corner of Howard and Broadway streets, open Monday to Saturday, 12 noon to 9 P.M. *Smack!*

Four blocks away from the Katakomb, this two-story shop is set in a decaying building. The store window displays various mannequins dressed in leather gear and clutching whips and chains. The inside of the store contains a variety of S&M paraphernalia and other sex toys. Customers come in dressed from street-punk to business suits.

The manager is Madeline Trevi, a thin blonde female dressed in black leather. She wears a pentagram around her neck. She has a tattoo of an eye in a pyramid on her left arm. If questioned, she says her customers expect high levels of confidentiality, and she will not answer questions. If offered money, she laughs and tells the person to screw off. If someone tries to Persuade her, she considers the person a weakling and treats them as such. If someone threatens her with the police, that character needs a successful Law roll or Fast Talk roll to say something that makes her nervous enough to spill some beans; intimidation is the only thing that will get her to talk. If she does break, she mentions the following, depending on what she is asked:



MADELINE TREVI

Palmer: he is a good customer, and is well-known. He spends a lot of money on equipment every month. He is into vampire fantasy, and has bought numerous bat-like leather costumes. He also buys Gothic torture chamber equipment. He is known as Master Palmer, and has a stable of slave-women at his house. He calls them the "Brides of Palmer." He is the dentist of choice to the Goth and sado-masochist subcultures in lower Manhattan. He also belongs to the Order of the Vampyre, as an Occult roll or a later Library Use roll will turn up. (See *Wild Hunt Papers #10,* on the opposite page.) He hasn't been around the store lately. He had a fresh neck bite last time he was in. (This is true; he got it from one of his S&M blood-sport games.)

Gregor: a creepy kid who works at Jesus Wept. He did the tattoo on her arm. She considers him a submissive, since he offered to be her slave after meeting her. She didn't take him as one, as her flesh crawled whenever she looked into his vacant eyes. She thinks that he's probably still looking for someone to serve.

Vampires: Trevi doesn't believe in real vampires, as she has met too many fetishists who are into blood sports. She says vampire-type fantasies are very popular in the S&M world. Blood sports are activities that have sexual connections to either shedding or drinking blood. She says there are some couples who refer to their partners as "blood dolls," who have monogamous blood-drinking relationships. She is not into it herself, and does not find it a safe sexual practice.

Witchcraft: "It's all bullshit!" She used to dabble in some Satanic cult stuff in the past, but it seemed to her that it was mostly a cover to indulge in wild orgies. She, however, likes the fashion style of the witch, as it seems to have symbolic meanings of female dominance.

Jesus Wept

Three blocks from the Katakomb is this run-down hole-in-the-wall tattoo parlor. It's at Hob's Court, at the northeast corner of Greene and Broome, facing the park. A sign outside says they specialize in tattoos, henna paint, and branding—"traditional methods," "non-traditional" methods (cold branding), "modern methods" (cautery, scalpels, etc.), cuttings, ink rubbings, and other scarification. They're open noon to midnight every day.

Inside, the place is a dump. Used syringes lie about the corners of the shop. There is a small bookshelf of pornography. A thickish leather-bound book with the title *Revelation* sits on a counter behind the cash register. The book is hollowed, and contains a .38 special.

The proprietor is Adam Pyle. He is a huge obese man with a bald head and multiple chins. He dresses in biker clothes. He wears a shirt with a closed fist on it. Numerous scarifications adorn his bare arms. His face is tattooed like a tribal warrior.

He is boisterous, and enjoys talking about his favorite porn stars. He keeps the gun in the book for robbers and muggers; he lets no one touch his book if he can help it. He radiates hostility to people who look like the law. He insults anyone who isn't the law and still dresses neatly. For a successful Fast Talk roll, $20, or a fifth of whisky, he will talk to the investigators.

Gregor: Pyle says Gregor is a freaky kid. However, he is a good tattoo artist. Gregor hasn't come into work for a couple of days. Gregor lives in an old abandoned tenement building with street youth. Pyle can give directions. Pyle also recalls that Gregor has a thing against a raver group. It seems they used to pick on him. Some childhood enemy of Gregor's belongs to that group. Pyle says that although he gets along with Gregor, he'd never trust him. He also recalls that Gregor likes going to raves.

ADAM PYLE

Palmer: Pyle knows nothing about him.

Vampire Killings: Pyle thinks that the Vampire Killer is some psycho loose from the asylum somewhere. "Thinks he's fucking Dracula!"

Raves: Pyle says some of his customers are talking about something called the "Ghost Walk to the Lake." He doesn't know when or where it is supposed to be. With a Luck roll, a customer mentions it's happening in Central Park West.

Dr. Bob Palmer

Palmer's office/home is in Vestry Street, between West and Washington Street, open Monday to Friday, 10 A.M. to 5 P.M. A sign on the door says the office is closed for two weeks. An answering machine message similarly says that Palmer is away on business and will be back in two weeks.

Palmer's office and home is an old brownstone, located a few blocks away from posh areas of Manhattan. It has two floors, an attic, and a basement. Signs in the windows state the building has an alarm system, and the signs are no bluff. All the entry points are wired, and there are interior motion sensors. Setting off the alarm causes klaxons to go off, and the monitoring station will call the police, who will arrive in 4D3 minutes.

DR. BOB PALMER

His ground floor has been converted to dental offices. They are ordinary dental facilities. A successful Medicine roll discerns that the equipment is modern and that the offices are spotless. The second floor contains his living quarters. They are lavish to the extreme. Numerous pentagrams, upside-down crosses, and other Satanic spoor abound.

His private library is in the attic. It contains numerous books on Satanism, vampirism, sadomasochism, and other blood-related topics. In an old cabinet are various papers, vampire fanzines, a Vampirella poster, sixty videotapes (all vampire film copies, but unlabeled), a vampire fantasy role playing game, and CDs of various bands, including GLC. On a desk is a draft of a document indicating that Palmer is planning to run for a local political position. Beneath that document is a strange contract—a signed document promising Palmer's soul to the Devil in exchange for power. Palmer has signed it with what appears to be blood. Analysis would confirm this was Palmer's blood. Next to the document is a wicked looking dagger about a foot long, with ancient glyphs etched into the blade, and a skull-like motif at the hilt. Some brown stains can be seen along the tip of one cutting edge. Analysis would show it to be of the same blood as the contract signature.

The Contract: this document has no special powers whatsoever. Palmer's narcissism led him to commission a local artist to draw it up. He signed it in his own blood, to hang over his fireplace, to impress people.

The Dagger: no fanciful modern imitation, but an old and genuine bronze weapon from ancient Sumeria, the Dagger of Kendari. With a successful Cthulhu Mythos roll, the glyphs can be deciphered, which describes the spell Shrivelling, learnable with an INT x2 roll (add +1 to the INT multiplier for a successful Archaeology or Occult roll, or +2 if both rolls are successful—the best chance possible is INT x4). The blade is enchanted in a way that gives the holder 4 additional magic points for the purpose of casting the Shrivelling spell and overcoming a target's magic points. Palmer bought it at an auction, never dreaming it had magical properties. It also does normal dagger damage (1D4+2+db) to creatures that can be harmed only by magic, such as a servitor of the Outer Gods. If taken by the investigators for some reason, its appraised value is $30,000. Palmer will certainly want it back.

Palmer's Dungeon: it is in the basement, of course. A flight of steps leads down to a STR 20 door. It can

be lock-picked, but it is usually open. The large basement contains a lot of gear and even a few guest cells. His three brides are often here. During the daytime, they are his dental hygienists.

Palmer has gone on a work leave, as some out-of-town guests have arrived to spend the entire week in the dungeon, exploring some fantasy perversions. Palmer sends out a bride whenever they want fresh food. If the investigators stake out the house, in the evening they see a beautiful woman emerge, then return half an hour later with large bags labeled "Thai Sorcery," a local restaurant. His two guests are a German couple into S&M. He is keeping them in a cage. They are having a great time, and are totally consenting to this activity.

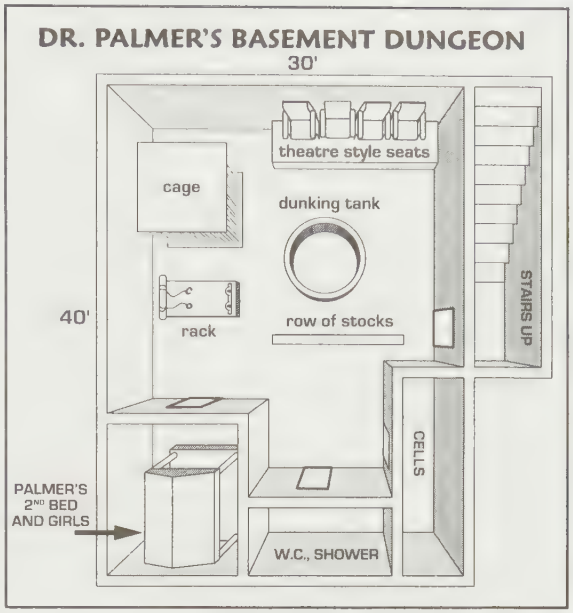
Palmer owns a 12-gauge shotgun, currently behind the door to the dungeon in the basement. If someone trips the alarm, he calls the police on his cell phone and waits for them to arrive. No one leaves the basement. Palmer will fire if people break through the dungeon door without stating who they are. If the alarm system is defeated and disconnected, people barging into this playroom will find the music blaring, plenty of laughing and talking, and everyone performing perverse acts and enjoying them.

Numerous red candles illuminate the dungeon. If Palmer is surprised, they will see a man (Palmer) dressed in a leather body suit with a big bat cape, holding a riding crop, and standing and shouting in the center of the room. Otherwise, the man lurks behind a recently acquired maple torture rack, brandishing a shotgun. Three beautiful women kneel near the center of the room, dressed in dog collars and scanty leather underwear. They are handcuffed behind their backs. Suspended by chains, a large animal cage contains two naked people, a blond man and a blonde woman. Everyone stares at the investigators.

Palmer is outraged, as well he might be. He sues every investigator who seems to have money. Even with a warrant, he will still sue. Wise investigators do not get too close to the uninhibited blondes swinging in the cage above.

Getting a judge to issue a search warrant for Palmer's home is unlikely. Investigators need a successful Law roll at one-fifth their normal skill rating to convince a judge, and even then will probably have to stretch the truth in the process. Lying to a judge is not a good thing to do if you then have to defend yourself against a vigorous lawsuit concerning illegal conduct with a search warrant.

If the investigators break in illegally, they should face major legal (if not deadly) repercussions. Once the police respond to Palmer's call, the story about the dungeon and Palmer's suit hits the front page of every tabloid in the country. Though they may remain in some unofficial capacity, the investigators officially will be off the task force the morning that the first headline blares.



Palmer has alibis for all the evenings of the killings, and knows nothing pertinent to the investigation. If he finds Magnus is involved in the break in, he'll report Magnus's vampire fantasies to the press—Magnus's Credit Rating drops by half.

Gregor's Squat

This is a crumbling old warehouse in the former downtown of old New York, located south of Canal Street, between Center and Baxter Streets. Many walls have holes and other signs of decay. Along the outer walls are painted swastikas. At night, candlelight can be seen coming from the abandoned building. A squat for street youth, there are usually about twenty of them here. They are transients; the squat's population varies. During the day, only five to ten can be found. The rest are squeegeeing, panhandling, prostituting, or committing scams and petty thefts.

Kids at the squat may talk with the player characters. Depending how the investigators enter, they may encounter some violence. If the characters offer money, the youth will listen. Food is good too, but many need money to feed their drug addictions. Keepers can flesh out this part, to appeal to the investigators' sense of charity and morality.

The squatters include a few Goths, ravers, and ex-gang-type youth. A few teenage mothers with their babies can be seen. For $20 and a Fast Talk or Persuade roll, any of these will talk.

- Gregor and his friends Xavier and Wolfen are outcasts. They were told to leave the squat if they continued their sicko behavior. Gregor and his companions are into killing stray cats and dogs and drinking their blood. They had stopped

for the last couple of weeks. However, Gregor did swear an oath that he would get revenge on all "No good raving scum!"

- After hearing about the vampire killings, Gregor mentioned that he was going to hunt the vampire. One youth says, "I guess he wanted to be a hero." Another youth responds, "Nah, he was saying he wanted to pledge his eternal loyalty to it, and become immortal. What a loser." "Nobody is *that* stupid!" "Really, man."
- Gregor works at the Jesus Wept tattoo parlor, and frequently hangs out at the Katakomb.
- Gregor, Xavier, and Wolfen have not been seen for a couple of days. Everyone hopes they won't be coming back. If they do, the squatters here have decided to tell them to stay lost.
- If asked about the swastikas, the youths mention some neo-nazi punk skinheads were hanging out here a month back. After they beat up a black youth, the rest of the squatters ganged up on the skinheads and drove them from the tenement.
- If asked about upcoming raves, the youths mention the "Ghost Walk to the Lake." It happens on Halloween night, Day 9. The youths plan to skip the walk and go straight to the lake, and get right into it. They do not know exactly where it will be, but they will look around.

07. Two Jewel Robberies

The police are investigating the odd robberies of two jewelry stores. Hearing the scuttlebutt about the serial killer investigation, they are considering a connection to the ongoing serial killer manhunt. Detectives Rice and Curtis join the investigators for the morning meeting on Day 5.

They report both the Royal Fine Gems and the European Treasures jewelry stores were robbed within a span of two days. At close to midnight, each store was robbed of numerous diamonds. The security videotapes show nobody in the store during the time of the robbery. Motion detectors went on and off over and over again, indicating the presence of something, then nothing. When police arrived, nothing could be found. The doors, windows, and other entrances were locked securely. The time that elapsed from the alarm sounding to the arrival of the police was approximately four minutes each time. In that time, diamonds worth over five million dollars were taken (combined amount from both stores). Incredibly, the thief stole only internally flawless diamonds, E color, round cut stones, of a variety of karat sizes. These were taken from the safes and display cases.

In the European Treasures store, the thief must have been in haste; three large diamonds of the type usually taken remained in a display case clearly visible in the middle of the store. A horrible charnel smell was present at both scenes. One police officer swore he noted a small patch of mist fading away in the shadows. The doors of the safe seem to have been bitten open by a giant-toothed mouth the size of a shark. None of the forensic experts can make any sense of what was actually used to perform such an effect. The case is open, but there are no leads. Due to the bizarre circumstances of the crime, certain similarities of the cases, and the proximity of the robberies to the murder sites, Rice and Curtis have turned over all the evidence they have to the task force. (Use the statistics of Ben McGarnagle for Rice and Curtis, except that they have no Toady skill).

The Videotapes

There are two videotapes, one from each store's surveillance camera. Both were about halfway recorded at the time of the four-minute robberies.

Watching them, nothing can be seen. Jagged holes suddenly appear in each safe's door. Some movement can be seen in the darkness inside the safes. A moment later, police come into the scene, guns drawn, searching about.

Computer enhancement of the tapes takes four hours. Within the safe, diamonds can then be seen being shifted about by some invisible force. Some of them float up and vanish, as if pocketed in an invisible pouch.

The tapes can be sent for further analysis to the FBI labs. In twelve hours, enhanced versions are sent back. A note states that a new light-distortion enhancement technique was used. It shows the floors of each room beginning to fill with a fine mist from off-camera. A strange distortion can be seen moving from that source towards the safes. It looks like triangular fragments of heat distortion that shift and reshape in geometrical patterns. These patterns fill viewers with dread (SAN roll 0/1). The distortion moves towards the safes, and as it hovers over them, the tear appears over the doors. After the diamonds are scooped up into the distortion, it moves away off camera.

In the European Treasures tape, the distortion clearly keeps its distance from a large display case in the center of the room. Investigators trying to make a Spot Hidden can only see a large thick glass container case with large stones within.

Marks on the Safe Doors

Investigators with appropriate skills may help out with this odd clue. The safe doors have been removed and brought to the police forensic lab. It appears as if something with a mouth diameter of 1.5 meters bit a hole in the safe doors. There is no organic residue along either hole, just dust.

Investigators who know of the crystal residue found during the autopsies can dust the sides of the bite marks. Under high power microscopy, they find traces of the same crystalline substance that was found in the murder wounds.

A successful Mechanical Repair roll confirms that no mechanical object could have made the holes. A Zoology or Biology roll can confirm that no animal jaw could have made the holes. It is as if a portion of the material was disintegrated or removed without damaging the adjacent molecules.

Lastly, careful measurements show that the jagged tooth-like marks appear to be from different lengths and diameters of teeth, as if the jaw contained teeth that either kept shifting or kept changing their lengths.

The Jewelry Stores

Investigators making Know rolls have heard of both stores, and also know that both have a high international reputation.

ROYAL FINE GEMS

This store is at the corner of Kenmore and Baxter Streets. The store is decorated expensively in a reassuring Old English motif. Suits of armor, fine tapestries, and paintings adorn the walls. Bernhardt Stieglitz, the owner, is thoroughly upset. He has more questions for the investigators than they do for him, especially regarding when his gems will be recovered. He is a tall sinewy man with dark brown hair who speaks in a snobby European accent. He is curt and rude. Since they are members of the task force, he seems to hold the investigators personally responsible for his loss, and expects them to reliably predict the future. A Spot Hidden directed at Bernhardt detects a bandage wrapped around his wrist. If the bandage is asked about, he says a neighbor's dog bit him. (This is true.)

Leisurely looking around or a successful Spot Hidden roll detects a strange looking ax leaning near an evil-looking suit of black armor. The ax head's metal gleams almost magically. If asked about, Stieglitz states it shines as he takes care of all his wares. He explains that the ax was used to defeat Lord Diablero, a noted dabbler in the dark arts. A Saint Krackins blessed it. Stieglitz indicates that Diablero owned the black armor. A successful Occult roll points out various symbolic figures on the ax head representing the forces of light. The ax is for sale for $50,000. Library use rolls at a large library will uncover the fact that Saint Krackins was a great sage and healer of the 13th century. The ax is completely non-magical.

EUROPEAN TREASURES

This establishment is found at the southeast corner of the Avenue of the Americas and West Houston Street. The situation is much the same as at the first gem store. The owner, Larissa McTavish, is also upset, but she is happy her special exhibit was not taken. If investigators ask about it, or want to investigate the middle display case, she leads them to it.

She tells the investigators the three stones are being sold through the store. They were part of the late Mr. Darius Longchamps' private collection. These stones are 20 karat, perfect cut, E color, and internally flawless. They are called the Stars of Shiva. Larissa explains the legend: they were supposed to have been a gift from the god Shiva, the Destroyer, to a high priest in the 11th century. Each stone had amazing protective powers, and together they could be used to banish all forms of evil demons from the earth, especially *rakshasahs*. If asked, she will explain a rakshasah is an Indian spirit who can take on the form of the person you trust the most, so he can sneak up and eat you. If asked about Mr. Longchamps, she says he was a noted adventurer and millionaire, who was interested in the occult.

The gems are displayed in the middle of the shop, suspended on special holders within a spherical display case of 1" thick bulletproof clear plastic-polymer. The case rests on a platform and is partially sunk into it. The case itself is one meter in diameter. It weighs 500 pounds. It opens at the bottom via a small panel. To get to the opening, it requires the sphere to be rotated, then unlocked by a complex set of unique keys or a critical Lock Pick roll.

Under no circumstances will Larissa lend the gems to the investigators. The stones have already been sold for $14.4 million dollars. A wealthy Arab sheik has purchased them via long-distance agent. He will be arriving next week on business, and will be picking them up. The only way she will give up the diamonds is if the investigators get in contact with Sheik Abbadon al Casi for his permission. The keeper should make it highly difficult for the investigators to obtain the gems.

The gems have no powers whatsoever. Morton kept away from the spherical container that housed them, its curves being repellent to his Tindalosian nature. Investigators can get into a lot of trouble in connection with these diamonds—the theft of the stones to use against Morton could result in legal problems and possibly death.

Investigators can research Longchamps, and the keeper can let them know he was a world traveler, with numerous adventures in the Far East. Most of his estate was sold off three years ago. These gems are the last of it. Keepers can develop this red herring as they see fit.

Research into rakshasahs turns up what Larissa said. A Library Use or Occult roll also indicates that the rakshasah can be killed with a blessed crossbow bolt. They are cowardly creatures who prey on the weak.

A Library Use roll for the Stars of Shiva tells the same legend Larissa mentioned. One book actually contains an "activation spell" for the gems. It is a song, to be said while holding them aloft (see *Wild Hunt Papers #11* on page 47). Each stone will act to protect the bearer from physical and spiritual harm from the forces of evil. Touching all three together and chanting the prescribed song unleashes a bolt of pure destructive force at a being of evil.

In reality, none of the gems have any power whatsoever. Investigators chanting the song quickly over and over again may decode its evil meaning, likely at the time Morton tears a head off. A charlatan who loved to make up his own legends for the gullible wrote the book. The book is titled *Secrets of Magic,* and can contain many other made-up red herrings for the keeper's use. Investigators reading the chant who gain a successful Occult roll will be puzzled over its form, for it does not correspond to any ritual magic they are aware of. Investigators who make another successful Occult roll, or who rolled less than or equal to one-fifth their Occult skill rating on the first roll, will recall the author of the book, Hans Moelmann, was considered more of a con artist than an occultist.

08. New Drug Hits the Street

See "Keeper's Timeline of Events" on page 24 and "Patrols and Encounters" on page 57. Part of Morton's plan is to brew quick and easy batches of drugs that will cause humans to make contact with his new kin, They Who Hunger. The other part is to have his special Crystal Key near a congregation of humans taking the drug, as their minds will act as a beacon to the Tindalosians, who will then be able to rend a portal to this world. During the last fifty years, the Lords of Tindalos helped create a formula for the key, along with a way to modify easily available substances in Morton's lab to create the drugs they needed. Morton has enough material to make at least a few hundred doses of the drug. Once he encounters Gregor and learns about rave drugs, he realizes the drug he is synthesizing is an alchemical modification of ketamine. Gregor comes up with the name para-kete for the vile concoction. Morton wants to test the drug before trying it out in a crowd with the Key.

If keepers want more action, Morton can rob chemist, herb, and pharmacy shops. After sitting on the shelves for fifty years, perhaps the chemicals in his lab are no longer potent. As far as investigation goes, the same sort of clues as those at the gem shops may be found, but it is unlikely unless there are taped surveillance cameras set up in these locations.

Investigators uncover this line of investigation in one of two ways:

- They stake out the Katakomb, and see the events transpire.
- While on patrol, they hear of events over the police band radio.

After the victims are identified, background checks using the people around the Katakomb, friends, and family state that a freak named Gregor had it in for all of the victims. The theory is he gave the victims poisoned drugs. If the investigators have identified Gregor as a suspect for the other crimes, the police let the investigators know about the new development.

Ketamine

A synthetic anesthetic abused in the 1960s has reemerged as a drug of choice at raves. Ketamine belongs to the same family of drugs as phencyclidine. Ketamine was first used as an anesthetic because it can rapidly decrease response to pain and the general environment. It is now rarely used for that purpose because it can also cause hallucinations, flashbacks, and dissociative states. Slang terms like "baby food" and "God" allude to the "blissful, infantile inertia" and transcendental experience felt by some users. Raves have become the latest setting for the use of ketamine, also known as "Special K." In one report, inspired by the psychedelic scene of the 1960s, ravers combine drug use, dance, and consciousness exploration. With a little help from ketamine, members of a so-called "terra-techie" group apparently "combine paranoid conspiracy theories with fantasies of using technology to unleash the primordial power of the earth."

Gregor Strikes

Morton releases Gregor to try out the para-kete on some hapless fools. On the night of Day 7, Gregor heads to the Katakomb. Gregor gives doses of the drug to some people whom he feels have wronged him—for example, in the past they looked at him in a way he didn't like. He already knows they are ketamine abusers, and take offered drugs. He gives it to four of them around midnight. He convinces the targets that he wants to make peace with them, and offers them some cool ketamine. If players are watching Gregor, he passes the drug to one of the targets in the washroom.

Morton will enter the bar at 11:58, in human form. He meets Gregor, and then they head to the washroom together. Gregor is whisked away by Morton thereafter, seemingly vanishing into thin air. Other patrons think Gregor headed off with the old man to prostitute himself.

All the targets are young Goths—Mary, 17, Simon, 15, Renfield, 21, and Horus, 22. These four people take the drug together at 2 A.M. Witnesses see these four start screaming at 2:14 A.M., and then they run out into the street. A car hits Mary as she runs wildly, clawing at invisible things. Simon curls up into a fetal position and whimpers. Renfield stabs himself in the throat with his own knife. Horus starts howling, unresponsive to his surroundings. A horrible stench seems to surround each of these individuals, but the powerful smells are not coming from them. At 2:17 A.M., the police respond to a call for help from the Katakomb, putting this news over the police radio, unsure if the SoHo Stalker is at work again. At 2:23 A.M., the police arrive, and ambulances take away the victims to the closest emergency room.

At St.Vincent's Hospital: Dr. Donato is on call at the ER. At 2:30 A.M. the ambulance arrives. Two victims come in DOA (the car accident and the self-inflicted knife stab). The other two are restrained and put in a quiet room. With their vital signs stable, Donato sends off blood work and urine toxicology screens. By 2:44, both individuals seem to lapse into a coma and enter into brain death (the hounds have finished snacking on their souls). Donato pronounces them dead at 2:45 A.M. Over the next few hours the strange stench vanishes.

Lab Results: the results come back in an hour. The blood work comes back normal. The urine toxicology screen comes back positive for alcohol, THC, LSD, and a ketamine. The ketamine gave an odd spectrum analysis during the gas chromatography tests, indicating it is a variant form of standard ketamine. Donato takes blood samples to send for more intense analysis. Investigators may intercede and have it sent to Washington labs for quicker results.

Wild Hunt Papers #11

The chant to activate the diamonds goes as follows:

Oh-Wa-T'eh
Nuh'msk
Ollyam

Said over and over again, the chant keeps the diamonds activated.

Further Analysis: 2D2 days later (or 6D6 hours later if investigators have had the samples sent to the FBI labs), the drug is analyzed. It is a modification of the drug ketamine (see nearby sidebar). It has been modified in an unknown process to have new chemical side chains. These side chains have a configuration that defies known scientific theories. There was only enough drug to try one animal test, plus retain some of the sample. A rat fed with the drug had no physiological changes. The rat seemed to lapse into a coma and brain death by an unknown mechanism within two hours.

Autopsies: the bodies are held until Day 8, to allow autopsies. Dr. Gourdie performs them unless the keeper had him fired. Investigators or Dr. Belasco can do the work as well. There is nothing to be found. The victims' brains seem to have suddenly shut down for no apparent reason.

Keeper option: the keeper can introduce an agent of the DEA to uncover where this new designer drug is being made, and apprehend the perpetrators. Also, knowledge about this drug could lead into the "Gates of Delirium" scenario in *The Stars Are Right!*

09. The Blue Ichor

This is the one major non-red-herring path of information. It requires analysis of the blue ichor found in the autopsies. The blue ichor is best sent off to special FBI labs in Washington.

The FBI lab returns a preliminary report in 24 hours. The ichor is organic. It is highly poisonous. Although strange sorts of cells can be made out within the goop, the cells contain no nuclei. No enzymes can be found within the substance either. Although not photosynthetic nor given any nutrients, the blue ichor is alive and thriving. This material is classified as non-terrestrial life, with an indefinite life span.

Wild Hunt Papers #12

July 18, 1928

Mr. Douglas:

The fluid sent to me for analysis is most remarkable. It resembles living protoplasm, but it lacks the peculiar substances known as enzymes. Enzymes catalyze the chemical reactions occurring in living cells, and when the cell dies they cause it to disintegrate by hydrolyzation. Without enzymes, protoplasm should possess--immortality. Enzymes are the negative components, so to speak, of unicellular organisms, the basis of all life. That living matter can exist without enzymes biologists emphatically deny. And yet the substance that you have sent me is alive and it lacks these indispensable bodies. Good God, sir, do you realize the astounding new vistas this opens up?

James Morton, Ph.D.
Chief Research Scientist
Partridgeville Chemical Laboratories

In another 24 hours, the CDC is involved. The ichor, when combined with living tissue, utterly consumes those structures within cells responsible for sustaining life. The CDC informs the task force that the person they are hunting may have a virulent disease, and that anyone in contact with the substance should be contained. The substance seems to be spread only via direct contact, so only the carrier need be detained. Other people who come in contact with it will die rapidly once the substance is spread on them.

At the keeper's option, the CDC may send out an agent to help out with (or gum up) the search.

Keeper option: if the investigators are totally baffled, you may wish to toss them a bone. A few days after analyzing the blue ichor, scientists accidentally find that the substance is repelled by any curved surface. This was discovered by observation of the goo under microscopy at the edge of a Petri dish. In fact, the goo itself sometimes forms curved rounded drops when applied from a dropper, but its margins are all made of trillions of tiny sharp angles. This substance will be sent to special ultra-secret secure government research facilities, and whatever further secrets are unlocked will be withheld from the investigators.

The Old File

If investigators request an FBI database search for similar murders involving the blue substance, that takes three hours, and turns up nothing. But the "back files" also must be searched, stretching back to the 1920s. It takes another 24 hours to come across the Chalmers murder file. A researcher finds the card reference noting a file cross-marked with what the investigators are looking for, but does not call the investigators until he locates that file—the Halpin Chalmers file—in the midst of tons of unsolved cases. He then faxes everything to the investigators.

He sends a file initially dated July 1928. It is an unsolved murder report occurring in Partridgeville, New York. The investigator in charge was a Detective-Sergeant Douglas. The victim was an occult writer named Halpin Chalmers. It seems a party or parties unknown mysteriously murdered this person. His head was severed and placed neatly on his chest. His body was covered in a bluish substance. Chalmers' friend, Frank Longue, was picked up for questioning. Longue was the last person to see Chalmers alive. Chalmers also named Longue his beneficiary in case of his death. However, Longue had an alibi for the time of Chalmers' death and was a well-respected man in the community. Unable to prove a case against Longue, and lacking other leads, Douglas eventually left the case unsolved. Douglas had sent off the blue substance for analysis to a Dr. James Morton. Morton's analysis is contained in the file; the analysis is very similar to the ones currently describing the blue substance found on the current victims. Morton sounds very excited that this substance will open up new

vistas of science once its secrets are unlocked. (See *Wild Hunt Papers #12.*) There is also a press clipping (*Wild Hunt Papers #13*). If investigators wish to research Morton now, they only discover the FBI background check from the "James Morton" section (see page 52).

Chalmers from a Distance

The investigators can turn up the following with a Library Use roll, or by using agent flunkies. With a successful Luck roll, an occultist investigator may have Chalmers' books and bio in his or her own files. Chalmers was born in 1891, and died in 1928. He was a noted occultist and author of horror fiction. He was born in Partridgeville, New York, and graduated with a B.A. from Miskatonic University. He moved to Brooklyn, where he served as the curator of archaeology at the Manhattan Museum of Fine Arts. He wrote a large number of occult volumes, including his famous *The Secret Watchers,* published by London's Charnel House Press. In his later years, he returned to Partridgeville to conduct his researches in privacy.

An occult consultant investigator can make a Luck roll, or anyone can make a Library Use roll at a big library to turn up his book, *The Secret Watchers.* It discusses the use of psychoactive substances and meditation to perform a technique called *transcendental time travel.* It also theorizes that other dimensions can be breached by going to specific areas or points along the spacetime continuum. Chalmers was convinced one could learn the secrets of the cosmos if this could be accomplished. *Sanity loss 0/1; Cthulhu Mythos +1 percentile; 8 hours to study and comprehend/1 hour to skim.* Spells: none.

10. Partridgeville

Communications via phone or email with the Partridgeville police do not work well. A thunderstorm is hitting the area, interfering with cellular communications and knocking out phone lines and substations. Also, the local police force does not cooperate with what they see as big city types telling them what to do. Keepers should endeavor to get at least one investigator to go visit Partridgeville. It's a drive of a few hours.

Investigators working in law enforcement meet some resistance from the task force supervisors if they want to go up to Partridgeville, but the match of the blue ichor and the extraordinary murder details represent a solid, if mysterious, lead.

The sleepy old colonial town is small and decaying, and has a New England air about it. There's a village green, narrow winding streets, clapboard cottages, and a white-steeple Congregational church. Out from the center of town, the streets broaden and straighten, and the yards are deep and shady. Out even further are housing developments and a shabby industrial area. Downed tree limbs and toppled telephone poles signify recent storms. At the keeper's discretion, the thunderstorm may still be raging when the investigators arrive, providing a spooky atmosphere and interfering with communications.

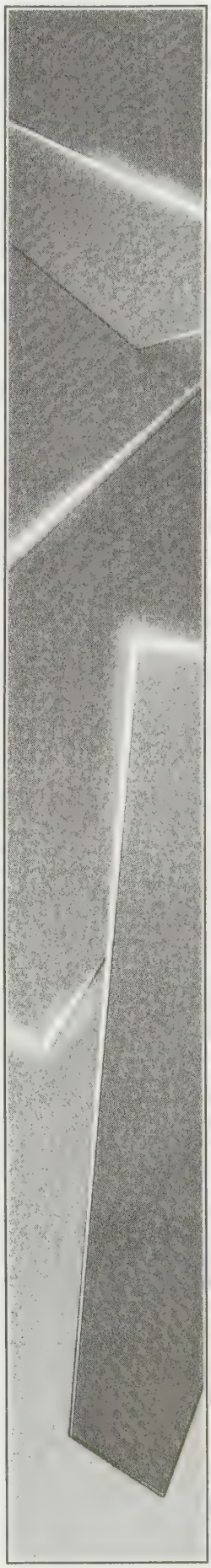
***The* Partridgeville Gazette:** the small paper is still printing. Investigators can thumb through the old files with a polite request and a successful Credit Rating or Law roll (they are, after all, strangers here). They quickly find the article discussing Chalmers' death, but a successful Library Use roll uncovers another unusual occurrence reported on the same day—an earthquake that hit the town's financial district, and the resulting fire.

Halpin Chalmers: there is information connected with him, but it takes time to locate it. All of his associates have passed on. The Partridgeville cemetery has a headstone for the late occultist. If the grave is dug up, there is only an urn containing Chalmers' cremated remains. There is no ghost. Chalmers' soul was consumed, so there is nothing left to manifest.

Police: Lieutenant Douglas (he got promoted past detective-sergeant) died twelve years ago. The old files are in storage in the basement. Files pertinent to the Chalmers murder already have been gathered by the agent who faxed the information to the investigators.

Partridgeville Chemical Laboratories: the lab that Dr. Morton worked at is still in business next to the police station. The manager is affable and helpful. A successful Credit Rating roll will provide access to the lab's old records. Investigators searching the lab's records need a separate Luck roll or Library Use roll to locate each of the following items.

- A copy of the report James Morton sent Douglas, which the investigators have already read.
- A resignation letter submitted by Dr. James Morton, dated four months after the time of the report on Chalmers' death. His reason was early retirement. His forwarding address is 316 Hobbes Lane, New York City. A black and white picture of Morton is paper-clipped to the file. He is a man in his late fifties, with dark penetrating eyes.
- A short set of notes from the director of the lab, one Llewellyn Crabwell, regarding Dr. Morton. It discusses the director's difficulty in working



Wild Hunt Papers #13

[Article summary from the *Partridgeville Gazette*, July 3, 1928.]

Occult Writer Murdered by Unknown Guest

Horrible Crime in Central Square

Mystery Surrounds Death of Halpin Chalmers

At 9 A.M. today the body of Halpin Chalmers, author and journalist, was found in an empty room above the jewelry store of Smithwick and Isaacs, 24 Central Square.

The coroner's investigation revealed that the room had been rented furnished to Mr. Chalmers on May 1, and that he had himself disposed of the furniture a fortnight ago. Chalmers was the author of several recondite books on occult themes, and a member of the Bibliographic Guild. He formerly resided in Brooklyn, New York.

Mr. Chalmers's body was found by Mr. L.E. Hancock, who occupies the apartment opposite that of Chalmers, and by the building superintendent. They entered Chalmers's room by means of a pass key after Hancock noticed an odor coming from it which he described as "extremely acrid and nauseous," and considered that Chalmers might have forgotten to turn off the gas in his kitchenette.

Chalmers lay stretched upon his back in the center of the room. He was unclothed, and his chest and arms were covered with what Detective-Sergeant Douglas of the Partridgeville Police Department described as "a peculiar bluish pus or ichor." His head lay upon his chest; it had been completely severed from his body, and the features had been severely mutilated. Underneath his head was a hole in his chest, approximately three-quarters of an inch in diameter. Nowhere was there a trace of blood.

According to Douglas, the room presented "a most astonishing appearance." The intersection of the walls, ceiling, and floor had been thickly smeared with plaster of Paris, but at intervals fragments had cracked and fallen off, and these fragments had been grouped upon the floor about the murdered man so as to form a perfect triangle.

Beside the body were several sheets of charred yellow paper. These bore fantastic geometric designs and symbols and several hastily scrawled sentences. The sentences were almost illegible and were deemed by the police to be so absurd as to furnish no possible clue regarding the perpetrator of the crime. The writer, believed to have been Chalmers, expressed a fear that he was being stalked by unidentified individuals. The writer also referred to "Does," "satyrs," "scarlet circles," an "Einstein formula," and the morning's earthquake, which apparently shook loose the plaster fragments found on the floor.

Police have sent specimens of the strange blue slime found on Chalmers' body to the Partridgeville Chemical Laboratories; Detective-Sergeant Douglas expects the report will shed new light on one of the most mysterious crimes of recent years. That Chalmers entertained guests on the evening preceding the earthquake is certain, for Mr. Hancock distinctly heard a low murmur of conversation in the former's room as he passed it on his way to the stairs. Suspicion points to the unknown visitor and the police are diligently endeavoring to discover his identity.

Queries to insane asylums in the area are also being made to determine if there have been recent escapes.

with Morton. He describes Morton as a top man in his field, but Morton's fascination with the occult worries Crabwell enough to keep an eye on him. A later note states he is relieved that Morton is resigning, and heading to New York. "No doubt to dabble in his crazy ideas. At least he won't be doing it here."

- An old notebook, inscribed on the inner cover *Dr. James Morton.* It mostly contains reports of chemical analyses, but there are occasional references to books written by people named Artephius, Paracelsus, and Democritus of Adbera. (A successful Occult roll reveals these to be the names of prominent historical alchemists. An Idea roll suggests that these names should be researched back in New York; see Route of Investigation 11, "James Morton.") Strange symbols also can be found on the pages—an occult roll identifies them as various alchemical sigils. Near the end of the book, dated a few days after the report of Chalmers' death, Morton writes, "I have found Azoth at last!" There the notebook ends.

Frank Longue: he isn't listed in the telephone directory. There is a listing for a B. Longue, on 33 Sussex Drive, on the edge of town.

That address is a small white bungalow. The lawn is perfectly cut. A strange looking weather vane, shaped like a crescent-moon with a lens in its middle, waggles on the roof. Beatrice Longue, daughter of Frank Longue, answers the door. She is a spinster, a librarian for the town. She is friendly, but is of no help whatsoever if investigators badger her, try out Law rolls, etc. In that case, she treats them coldly. If treated kindly, she'll invite them in for tea and shortbread.

She will tell them of her father, a horror writer for *Weird Tales* and other classic pulp magazines. She'll bring out some yellowing original issues for all to read. All of Longue's tales are stories about things called "The Dark Beasts," strange creatures of darkness that hide in forests. These creatures can only be driven off by bright light, or by not letting their image take form in the viewer's mind; they are creatures of the imagination, and by shutting one's eyes tightly and not believing in their existence, one can make them vanish.

Her father mentioned Chalmers only occasionally, and always in sad tones. He was dismayed to be suspected of his friend's death. One time, in a fit of drunken depression, he mentioned Chalmers had "looked too far back," and that something came back with him. He then said, "Beware gazing into the abyss, for if you gaze too long, it shall gaze into you."

Her father died fifteen years ago of natural causes. "Old age. His heart gave out."

Beatrice remembers an old chest in the basement that is filled with Chalmers' belongings. After nearly an hour of shifting broken furniture and wooden packing cases, investigators uncover the chest. Inside are odds and ends—silver candlesticks, good china plates, a gold watch, and so on. Two interesting items turn up—a leather-bound book, filled with odd scribbling (this is Chalmers' secret diary—see the nearby sidebar), and a small Chinese puzzle box (see the "Tesseract Box" sidebar on page 52).

Ye Naked Truths: keepers wanting to plant the beginning hook of the scenario "The Truth Shall Set You Free," later in this book, can have a copy of the

Chalmers's Secret Diary, 1925–1928

Scrawled in almost unreadable English, the leather binding is burnt and discolored. It is filled with strange geometric diagrams, mathematical equations, and chemical formulas. This journal is not known to exist, and various occultists would seek to gain it for themselves if they knew it did.

This is the last and by far the most important volume of Halpin Chalmers' diary. It describes in detail his research in transcendental time travel. Reading it also reveals that Chalmers' mental health collapsed during his experiments, plummeting after experimenting with a drug called Liao and seeing something he named the "hounds of Tindalos." He discusses how the hounds can only pass through angular space. The journal ends with Chalmers working on a complex equation he dubbed the "Einstein Formula" which he hoped would repel the hounds, but he never had a chance to perform it (See the end of the scenario under "New Spells" for a description of the Einstein Formula).

He describes plastering up all the corners of his home to prevent the things from getting to him, as they could not pass through curves. He prays that the hounds will give up after some time, once they realize they cannot get him—however, he worries that "some time" to them could be millennia. *Sanity Loss 1D2/1D6; Cthulhu Mythos +2 percentiles; Occult +5 percentiles; Physics +3 percentiles; Psychology +2 percentiles; average 1 week to study and comprehend/2 hours to skim.* Spell: Einstein Formula.

The Tesseract Box

An ornate small wood and lacquer puzzle box is also found. Chalmers bought this object in China a year before his death. On its sides are glyphs of an occult nature. The glyphs represent hyperspatial mathematical formulas, as Chalmers recognized from his researches, but he never succeeded in opening the box. A successful Cthulhu Mythos roll reveals the glyphs to be sigils pertaining to the entity known as Daoloth.

An investigator can "solve" the box with an INT x1 roll or Cthulhu Mythos roll, whichever is less, or with a Math or Physics roll at one-fifth the investigator's normal skill rating. The solver will have momentarily shaped the box into a hypercube, or tesseract, a four-dimensional construct. Seeing the box transform is very surprising—it costs 0/1 SAN. When the lid pops open, have the solving player attempt a Luck roll:

- If the D100 roll is a critical success, 01–05, then the box expands to a rectangular volume the size of a refrigerator. The inside has become a Gate to wherever the keeper wishes it to lead. This lasts for 1D4 rounds, then the box shrinks back to its normal size.
- If the D100 roll is equal to or less than investigator's current POW, then a seam in space-time appears. Smoke billows forth. A dimensional shambler steps out and takes a few steps. Magically bound, it will await the command of the person who "solved" the box for 1D6 rounds. If no order is given, it returns from whence it came. If attacked, it will defend itself, try to grab the solver, and vanish.
- If the roll is higher than the investigator's POW but less than or equal to his or her Luck, a fine mist streams forth, in which shapes begin to form. The viewer is granted a vision of another dimension, time, or place, which has some relevance to the current thoughts of the solver.
- If the roll is higher than the investigator's Luck rating, a dimensional shambler appears, unbound, and tries to grab the solver and take him or her back from whence the thing came.
- If the roll is between 96–00, then Daoloth is summoned, his essence streaming out of the box for 1D6 rounds.

Having opened it once, the solver of the puzzle box has a permanent chance of INT x3 to open it thereafter. It can be opened over and over. However, each time it is opened by the same person, reduce that opener's Luck roll by 5 percentiles. (The Luck roll reduction only applies to determining what comes out of the Tesseract Box.) This penalty is cumulative.

For those who seek to open the box but fail the initial roll, an occult text such as the *Necronomicon* or *Ye Naked Truths* (see "The Truth Shall Set You Free") might contain the solution, at the keeper's discretion.

dread tome *Ye Naked Truths* lying in the trunk. Chalmers acquired it along with the Tesseract Box.

11. James Morton

Investigating James Morton is difficult. Even after investigators turn up clues in Partridgeville, they will be trying to get information about a man who dropped out of sight over half a century ago. The leads to him are indirect, and potentially confusing.

Investigators may ask the FBI to run a background check on Morton. It establishes that Morton was born in Boston, never married, received a double Ph.D. in chemistry and bacteriology, and in the 1920s was a top forensic expert while based in Partridgeville. He received a suspended sentence in 1927 for harassing a female secretary at Partridgeville Chemical Laboratories, where he himself worked. He vanished in 1931. (Morton changed his identity when he moved to New York, so there is no further information on him.)

If they found Morton's forgotten notebook, the investigators may research the alchemists' names found therein with a successful Library Use roll in any library large enough to have a substantial reference room.

- ***Artephius:*** a hermetic philosopher of the twelfth century. He wrote on the language of birds, the character of planets, the future, and on the Philosopher's Stone. His most extraordinary work was his book *De Vita Propaganda,* which he claims to have written at the age of 1,025 years. He lists the use of *Azoth,* the primal material, as essential for the formula to work.

- ***Paracelsus:*** a father of alchemy, felt that all matter had evolved from one primordial substance, which he calls *iliaster,* also known as Azoth. In an esoteric book he describes it as a blue jelly-like substance. It was a substance in which all opposites were united. An alchemist could try to recreate the substance via a ritual; it was a chemical and spiritual marriage called a *chymical wedding.* The ritual required blood. Angles and curves were somehow opposite. The Vas Hermeticum was a round basin in which creation and purity were associated. It was an anathema to the pestilence from angular realms. Angles were considered antithetical to spiritual growth and healing.

- ***Democritus of Adbera:*** "the greatest of Greek philosophers" was said to have prepared artificial emeralds and other gems, dissolved stones, and softened ivory. Democritus discusses creating an artificial diamond with almost limitless facets, so much that it was a virtual sphere; he warned that the creation of anything that can unite angles and curves together could result in a catastrophic reaction. What that reaction was, he never discussed.

If the investigator researching this topic makes a Luck roll, he/she finds an old book where Democritus discusses the magics of Hermes Trismegistus; this section elaborates on the evil contained in *angular chymical* operations. Within the text is the formula for creating the Baneful Dust of Hermes Trismegistus, learnable with an INT x4 roll. (See the rule book for details.) *Keeper's note: this dust is effective against Morton.*

Anyone researching Paracelsus who makes a Luck roll comes across a current guide to the Smithsonian Institute. On a page cataloging weaponry and arms, there is an entry on a sword that belonged to the master alchemist. The description describes it as being forged in 1350 A.D. in Germany, 108cm long, with a crystal pommel and the word AZOTH engraved along the blade. The sword was purchased in an auction at the famous Ausperghaus in 1925. *Keeper's note: the weapon is enchanted; it can inflict damage on any creature, including those only vulnerable to magic such as hounds and Morton. How the investigators might go about getting the artifact is up to the devising of the keeper; it is very unlikely the Smithsonian will allow it to leave the collection under any circumstances.*

Investigators may try to track Morton back to New York, and try to find 316 Hobbes Lane. It no longer exists. Searching old city maps with a successful Library Use roll reveals that Hobbes Lane was a tiny street, in existence for only about fifteen years. See the "Hob's Court" section below for details.

12. Hob's Court

. . . And I saw at last a fearful truth which no one had ever dared to breathe before—the unwhisperable secret of secrets—the fact that this city of stone and stridor is not a sentient perpetuation of Old New York as London is of Old London and Paris of Old Paris, but that it is in fact quite dead, its sprawling body imperfectly embalmed and infested with queer animate things which have nothing to do with it as it was in life.

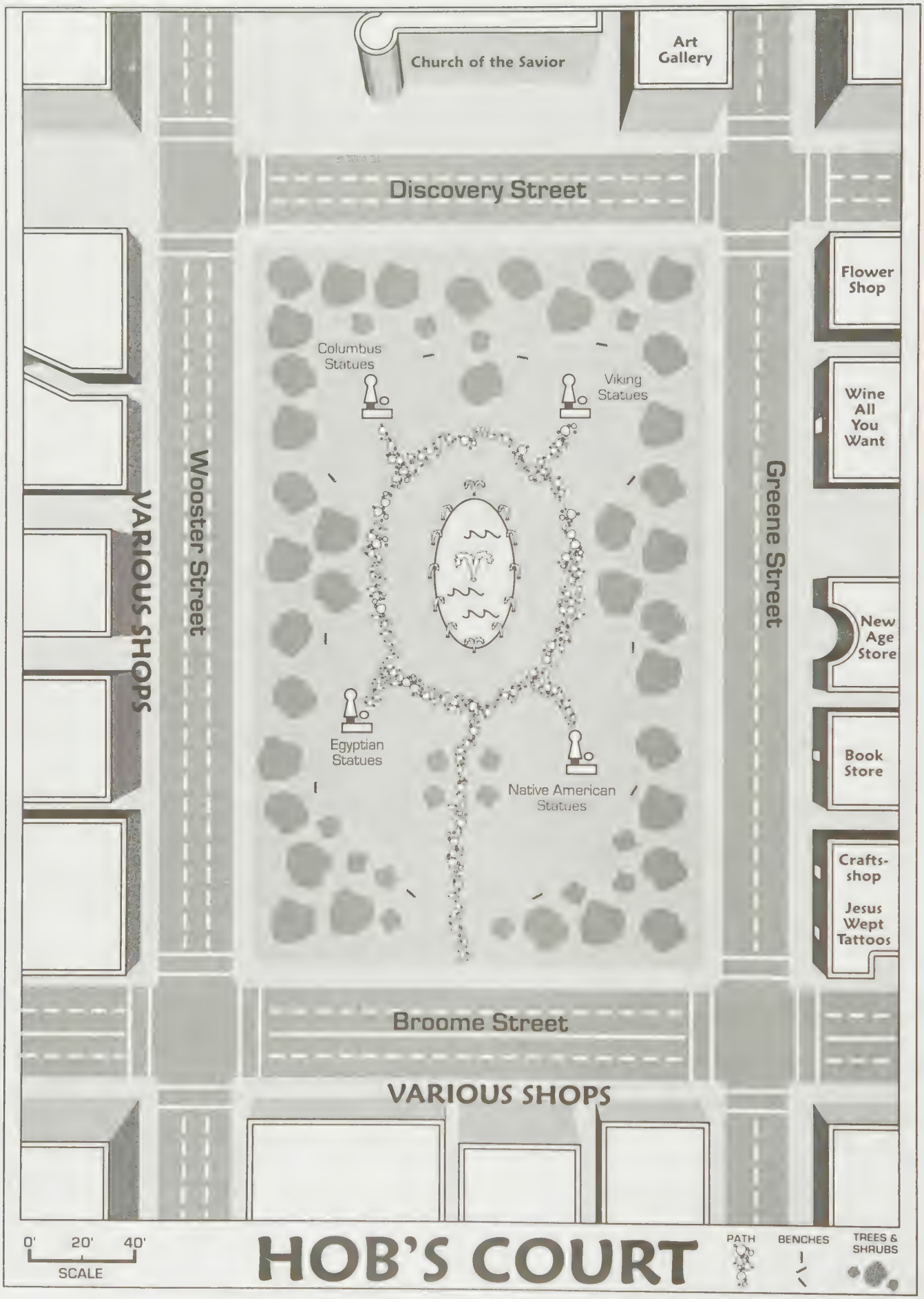
—"He," by H. P. Lovecraft.

Hob's Court is a square of shops in SoHo, consisting of four city blocks at the intersections of Discovery, Broome, Wooster, and Greene Streets. At the center of the court is a small park, with trees, a pond, and benches.

The small park has liberal statuary. There are some figures of historical "Discoverers of America," including a Columbus statue, a group of Vikings, a group of dynastic Egyptians, and others. Several giant globes on pedestals show the real and theoretical sailing routes made by these various representatives.

The shops up and down the streets are typical of the SoHo district. There are art galleries, chic boutiques, expensive housewares shops, little craft shops, specialty food stores, flower shops, fancy restaurants, and so on. The occasional New Age bookstore pops up here and there. At the north end, an old church overlooks the park. The architecture of the area reflects that of SoHo's past and renovation—cast-iron buildings from the late 1800s mimicking styles ranging from Italianate, Victorian Gothic, and neo-Greek. Many non-metal buildings attempt to copy these designs. The shops continue on along curving side streets off the main square, in some areas creating a twisty maze. Numerous small alleys also connect the areas as short cuts. As with many streets below Fourteenth Street, the roads become disorganized. They are either diagonals aligned with present or long forgotten shorelines or the twisting descendants of this or that cow path. It is easy to get lost without a street map.

Homeless people often can be found in the alleys and park after dark.


Church of the Savior
Art Gallery
Discovery Street
Flower Shop
Columbus Statues
Viking Statues
Wine All You Want
Wooster Street
VARIOUS SHOPS
Greene Street
New Age Store
Egyptian Statues
Native American Statues
Book Store
Crafts-shop
Jesus Wept Tattoos
Broome Street
VARIOUS SHOPS
0' 20' 40'
SCALE
HOB'S COURT
PATH
BENCHES
TREES & SHRUBS

Historical Research

Investigators searching out the history of the area in civic records or libraries can, with successful Library Use rolls, learn the following:

- Hob's Court was built in 1963, after demolition of a decaying old residential area in the industrial section of SoHo. This was done in response to the 1962 City Club of New York's release of a study that labeled the area "the wasteland of New York City" and "commercial slum number one." Numerous industrial fires had earned it the name Hell's Hundred Acres.
- There are no evil rumors, hauntings, or disproportionately high crime rates connected with Hob's Court.
- The name Hob's Court derives from the street "Hobbes Lane" that was surrounded by warehouses and factories. Hobbes Lane was destroyed and built over in 1963 to create Hob's Court.
- There is an ongoing archaeological dig occurring in lower Manhattan's infamous Five Points district, only a few blocks away from Hob's Court. The project began in 1991. In 1842, Charles Dickens described the Five Points: "Here too, are lanes and alleys, paved with mud knee-deep: underground chambers, where they dance and game; ruined houses, open to the street, whence, through wide gaps in the walls, other ruins loom upon the eye, as though the world of vice and misery had nothing else to show; hideous tenements which take their name from robbery and murder; all that is loathsome, drooping, and decayed is here." Numerous other books describe the place as well, stretching to the 1920s, when it became the site of gangster strongholds. Five Points is named for the intersection created by the meeting of three streets: Orange (now Baxter), Cross (now Park), and Anthony (now Worth).

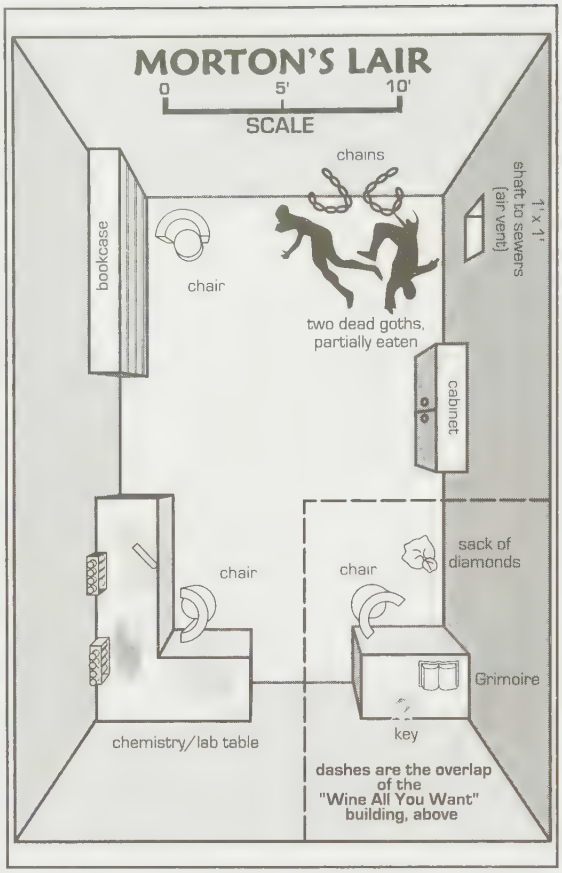
Five Points: the archaeological dig centers on the new federal courthouse at Foley Square, yielding numerous remains of tenements. Some underground chambers also have been uncovered. Many artifacts were recovered from twenty stone- or brick-lined privies and cesspools. The sites are currently roped off. Excavations have been halted due to the time of the year. Keepers may have all sorts of tunnel/subterranean red herrings occur here. If investigators guess that Morton is probably living in an underground city, that's close, but no cigar.

The Church of the Savior: a small church overlooks the parks from the middle of the north side of the court. It is a Greek Orthodox church, open every day. A Father Voineskos runs it. (See the "Statistics" section near the end of this adventure.) The church is of little interest, except that the priest blesses its sparkling fountain every day. Religious icons are also available, if a suitable donation to the church is made.

316 Hobbes Street

If investigators have this 1928 forwarding address for Morton, they can examine the city records to find a plot map of the district for that year. With an INT x3 or Navigate skill roll, they locate where the house once stood. It is now a wine store called Wine All You Want. This is in the northeastern corner of Hob's Court. The store is closed. It stays closed. Neighboring storeowners can tell investigators that the owner, Jan Skorzeny, went on vacation a few days ago. Skorzeny said he had become suddenly ill. With a Luck roll, one shopkeeper tells the investigators Skorzeny left as he felt "an evil presence" in the place. If investigators track Skorzeny, he flew to Eastern Europe. He will not return for a month.

- A nearby shopkeeper has a set of keys to Skorzeny's shop. Investigators who decide to break into the shop will have to get through the thick STR 20 locked front door. Inside are two floors of selected wines. A back stairway leads down to a 30 x 20 foot wine cellar. Searching the floor for some entrance or clue takes 1D4 hours, and turns up nothing, even with liberal Spot Hidden rolls. If Morton is in the lab while the investigators are searching, anyone with POW 14 or higher has a POW x1 chance of feeling the presence of something odd (lose 0/1 SAN) if nearing the northwest corner of the basement. Investigators may call in help to search the floor. Investigators can bring in people to start digging up the floor with jackhammers, etc.
- With an Idea roll, they find a geologist who, with a couple of grad students in tow, can set up machines to do magnetometry or seismic profiling studies of the ground under the floor. The geologist is Dr. Paul Krakinoff—the keeper can make up this character, or he may be a new player character to replace a dead one. The geologist will come only in the day on a weekday, unless the importance of the mission is impressed upon him by a large cash payment, etc. The survey takes an hour, and turns up a hollow space four feet under the concrete, approximately fifteen by twenty feet, ten feet deep.



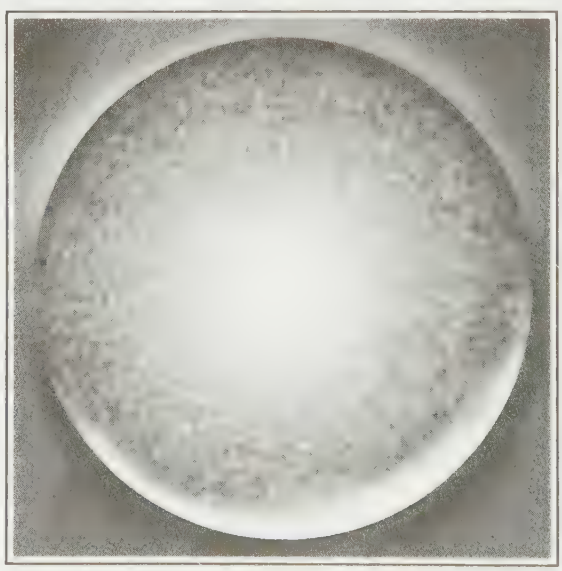
■ If they use magnetometry, Morton will not be alerted. If they use seismography, which will require a small explosion to be used to create the sound wave to detect spaces via vibration, Morton may become aware of the interlopers. This space is located in the northwest corner. It is Morton's secret lab, paved over during the construction of 1963.

MORTON'S LAIR

If investigators break through the floor, a horrible stench wafts out of the space below, requiring CON x3 rolls to stop uncontrollable vomiting that otherwise lasts for 2D3 rounds.

If Morton has not yet finished creating the Crystal Key for the ritual, he is present here unless he is out hunting or meeting with Gregor. If he has finished the Key, he and Gregor will be waiting in some abandoned tenement near the rave site. If Morton is in his lair, he will try to kill everyone in the cellar and escape with his half-completed work. He attempts to flee if he is brought to less than 6 hit points or 8 magic points.

The lab itself is a rectangular room filled with numerous strange flasks, metallic devices, and shelves of books. The books are alchemical texts.



THE CRYSTAL KEY

Morton's Grimoire

Title: *The Grimoire of James Morton, Ph.D.* In English, written in a scientific notebook. Translations from various alchemical texts are correlated for content. Some of the books cited are very old. The writing is in black ink in a fine hand. The bound pages are in size and number about those of a high school textbook. This is Morton's book of alchemical and magical studies. It is filled with references to the Elixir of Life. He details how the substance he sought appeared at the scene of a bizarre murder, and was sent to him for analysis. He details his experiments with the blue substance he calls at some points "Azoth." He writes of a formula found in *De Vita Propaganda.* He tells how he took the elixir. The last entry in this series is dated 1942.

Then a strange new style of handwriting appears, similar to Morton's but bolder, more irregular, and harder to make out. All of these entries bear very recent dates. Sometimes these become mad scribblings requiring English rolls to decipher. The writer claims to have spent ages in a dimension beyond the shores of space and time. He has returned to allow those whom he now calls kin to enter our world and feast upon its inhabitants. Mad ramblings discuss creating the "Key." The ritual requires blood. The last few pages seem to be a chemical formula for something. A successful Chemistry or Pharmacy roll identifies it as similar to an anaesthetic compound. *Sanity loss 1D3/1D8; Cthulhu Mythos +5 percentiles; Occult +5 percentiles; Chemistry +3 percentiles; Pharmacy +2 percentiles; average 15 weeks to study and comprehend/30 hours to skim.* Spells: Create Key to Beyond, Brew Elixir of Life, Brew Liao Drug, Brew Para-Kete.

Wild Hunt Papers #14: The Most Recent Entry in Morton's Grimoire

They have waited eons for their revenge. The Deed that was Done shall soon be avenged! The time of Ragnarok is at hand! The Archlord shall come, and feast on those whose souls rightly belong to us. Mh'ithrha, my liege, you shall be break the cords that bind my kindred on the other side, and swallow the world! As the humans foresaw, so shall Fenris break his bonds, and usher in the Twilight of the Gods.

The Hunts shall be all over the world once I have finished my tasks. I shall seek the greatest gems and crystals of this pitiful orb, and create greater and gra greater Keys. My kindred shall ravage the earth to glut their hunger—and I shall feast as well.

Soon shall I be able to test the Key. I have mixed enough of the Liao derivative for my mortal toad to distribute. If all goes well, soon shall I provide the prey for my masters.

I grow hungry—it is time to feast on one of my idiotic guests.

There may be two fanged dead men dressed in gothic clothes on the floor—they are Xavier and Wolfen, Gregor's ex-buds. Morton, for a snack, has already nibbled on Gregor's erstwhile companions.

In a sack near a table are loose cut diamonds worth $928,000. If Morton has not completed the Crystal Key, the open sack is on the center of his work desk. Morton's grimoire is open on the work desk as well (see the "Morton's Grimoire" sidebar and *Wild Hunt Papers #14*), along with an old moldy tome. Also on the work desk may be the Crystal Key.

On another table lie numerous chemical compounds, along with three one-liter bottles filled with para-kete, and a few dozen tablets of that new and deadly drug. Under some flasks are the pages of an article printed in 1883.

The Article: this is a monograph on immortality by a Dr. Richard Malcolm, printed in 1883. It describes the use of various reagents and rare substances to suspend the aging process. Some marginal notes from Morton's pre-hybrid days are scribbled on the pages. In his notes, Morton theorizes that by adding some Azoth to a modified version of Dr. Malcolm's formula, along with human blood, the formula should work.

A Crumbling Scroll: this is an alchemical method of creating artificial crystals. Most of the text is damaged, and thus the technique cannot be discerned. It is signed 1603 A.D. by a man named Johannes van der Wyck.

Old Tome: this is an English translation of a rare work by Democritus of Adbera, *Alchemical Properties of Precious Stones.* Its contents include alchemical formulae for combining and synthesizing artificial diamonds and other precious stones. A section near the end describes certain unique gems. These stones have mystical powers that can be tapped to perform numerous chymical operations, including transmutation of elements. See the sidebar on page 58 for more information.

The Crystal Key: this is a crystal the size of a large grapefruit. Looking at it closely, the observer sees millions of tiny facets, facets so fine that to the touch the crystal is a sphere. For further details, see the spell Create Key to Beyond—it is described at the end of the scenario. After 3 P.M. on Day 8, this crystal is enchanted with 8 points of POW. (Before then, it is simply a very large, extraordinary-looking diamond.) The space around the crystal will warp and thin out the barriers that separate the Tindalosian universe from ours. Its radius of effect is 80 feet. It has 8 hit points and 24 armor points. If investigators take the crystal while Morton is not here, he will follow it. He is attuned to it, and can track it. He will take it back, killing anyone he finds along the way. (See also the picture on the opposite page.)

13. Patrols and Encounters

Between Day 3 and Day 9, investigators may try to stake out points around Hob's Court, or patrol the area at night. Several encounters occur in the week after the investigators are called in.

Day 3: a police patrol notices some movement down an alley leading from Wooster street, between Grand and Canal streets. They arrive to find Victim #3. A horrible stench lingers in the air. The alley is a dead end. There are no traces of the killer.

Day 4: at 10 P.M., Morton robs the European Treasures store for more gems.

Gregor and his friends Xavier and Wolfen decide to find the vampire talked about in the *Daily Eye* headlines. Gregor has decided he wants to be a real vampire, and needs someone to "bring him across." At 11:08 P.M., a police patrol spots three shadowy figures heading into an alleyway connecting Mercer and Greene streets, between Spring and Broome. They put this out over the police radio. At 11:14 P.M., the alley is covered at both entrances by three patrol cars each. The three Goths panic, and talk about what to do.

If investigators head into the alley in the next five minutes, they see three tall, snarling, skinny men with fangs, dressed in black clothes and black trench coats. The three will try to climb a fire escape after five minutes, or when the police move in. Shooting a fleeing suspect in the back has legal repercussions, especially with witnesses. The three make for the roof, and a roof-top chase can ensue. They will not fight back, unless it seems that fighting back will allow them to escape. None of the three want to endanger their lives.

If they elude escape, the three head to the Katakomb and start drinking heavily. If captured, they say they were hunting for the vampire to catch him, as he was giving Goths a bad reputation. They ask for lawyers before they'll talk more. They are released eight hours later. There is no evidence of a

Alchemical Properties of Precious Stones

This tome can lead into further adventures.

Even if Morton succeeds with the test run of his Key, he realizes he needs much more personal POW than he has to enchant a Key large enough to let through the Lords of Tindalos. Since he is unlikely ever to have the power of an Outer God, he embarks on the following plan: By hunting for crystals that are already imbued with mystic forces, he will attempt to modify them and use their innate power to rend a portal to Tindalos.

In his quest, Morton finds it increasingly difficult to look like a human being, and not to lose control of his appetite. He will likely gather lackeys like Gregor, who dream of gaining power from serving him, and will send out these dupes to locate the gems. He may even trick investigators into finding gems for him.

Morton may be destroyed by the end of the adventure. If so, there is no reason why curious investigators would not seek out the gems in the pursuit of their own arcane knowledge.

In describing the stones, the book contains references to the Cthulhu Mythos, and a full reading of it adds +3% Cthulhu Mythos at a cost of –1D4 SAN. Keepers can decide how much information is contained on each stone (e.g. its powers, location etc.), except for the Crystal of Chaos, a.k.a. the Shining Trapezohedron.

Keepers may allow discovery of some or all of the following gems listed in *Alchemical Properties.*

- The Fire of Asshurbanipal, a flaming gem clutched in the bony fingers of an ancient king, located somewhere in the desert of Persia (Iran).
- The Eye of Zeus, also known as the Oracle of Ammon. It is said that the stone can bind the souls of the dead to a location, and can also be used for necromancy. It was last known to be owned by Antiochus I. (With a description of the stone, someone like Larissa McTavish could surmise that the stone sounds remarkably like a diamond named the Polar Star, which was lost during a transatlantic flight in the 1920s).
- The Daemon Heart, a huge ruby rumored to be able to resurrect the dead. With a description of the stone, someone like Larissa McTavish could surmise that the stone sounds remarkably like the 78 carat ruby named the Eye of Sitar, which was stolen from a museum in Los Angeles in the 1920s.
- The Dark Stone, a murky brown crystal legend claims was fashioned by Lemurians. It is rumored to bestow great personal power and mystic knowledge upon its possessor.
- The Crystal of Chaos, a gem of pure darkness brought by winged demons to Earth, and used in the past by a mad pharaoh of ancient Egypt. Its location is given as a secret nameless valley in Egypt, in the crypt of a mad sorcerer-pharaoh named Nephren-Ka. The "Crystal of Chaos" is, of course, another name for the Shining Trapezohedron. The entry only notes that it was used to bring destructive knowledge to the world, and that it was owned by the mad sorcerer Nephren-Ka, and later by the Ghoul-Queen Nitocris. The book does not discuss the Haunter of the Dark, Nyarlathotep, or any of the Shining Trapezohedron's powers. For a full description and history of the accursed gemstone, see the scenario "Coming of Age," later in this volume.

Morton Escapes

crime unless they resisted lawful authority. Even if they're arrested, Gregor's lawyer comes up with a loophole in four more hours, letting them out again. Gregor and his buddies can be tailed.

As the police focus on the three Goths, Morton strikes again, killing Victim #4 three blocks away from the action. Quentin Collins survives as a witness (see the "Three Witnesses" section, above). The attack occurs in an alleyway off Grande street, between Lafayette and Centre.

Day 5: Gregor and his buddies try it again. They have a stolen handheld police-band radio. They wait in the closed shop of Jesus Wept, and plan to make it to the next crime scene. Blessed by an evil fate, Gregor sees the dark figure of Morton grabbing hold of Victim #5 at 11 P.M. Morton carries the person into a dead-end alley leading off of Wooster street facing Hob's Court. Gregor and his friends run across the street. Gregor sees Morton, and falls to his knees, proclaiming him "Master!"

A police patrol car drives by, and sees movement down the alley. One man radios for help while the other rushes in, firing his weapon.

Morton dispatches both patrolmen. He looks at the three cowering Goths, and decides he can use them. They will help him understand the ways of this city and its times. Also, he can use them as pawns . . . or snacks if he needs to lie low. As other police cars start pull up, Morton instructs the three to wait at the end of the alley.

By the time investigators arrive, three other patrol cars are there. Morton appears only as a figure dressed in black, hurling policemen all over the place. He flips over a police car, blocking the alley. Before the investigators can get organized, Morton heads down the alleyway (unless they were right at the site of this encounter when it began). Investigators who climb over the police car and run down the alley only see a patch of mist dissipate away, and sniff a remnant stench of decaying flesh. Every policeman involved in the fray has been killed. Their heads were crushed, their necks broken, whole limbs torn off. The legs and pelvis of one man have vanished (Morton bit him in two like a cookie). This carnage incurs a 1D2/1D6+1 SAN loss. Too many witness the massacre to keep it quiet. The morning newspapers go wild.

Meanwhile, gathering them up, Morton carries the three Goths to his lair. After talking to them, he decides to use Gregor to help distribute a Liao derivative at a gathering of mortals. The two others, he decides, will make good snack food.

Day 6: the task force stakes out the area with all their resources. They send a policewoman up and down alleys as bait (a female investigator also can take that role). Keepers can set the scene anywhere in SoHo. While the policewoman walks down an alley after 11 P.M., mist begins to stream out of a corner of the alley. Morton appears one round later. Eight policemen, Bill Mayham, and Captain Matheson charge into the alley. Investigators can as well. Four police cars block both ends of the alley. Helicopters fly over in 1D4 minutes, shining spotlights over the alleyway, while 1D10 more policemen run in every round.

Morton tears loose. Keepers should make sure he demonstrates his vast variety of powers. Now the investigators get an inkling of what they are up against.

(If the investigators are waiting at a distance, keepers may have Morton use his hyper-sight powers to study the area, then warp-step towards the investigators. Investigators may suddenly smell a horrible odor, notice mist coming from behind them, turn around to see Morton, giant-jaw face smiling, open and hungry.)

The sheer numbers of police and possible heavy weaponry makes Morton nervous enough to take no chances about his own escape. He phases back to his lab when he drops to less than 8 magic points, or is in danger of being captured.

Day 7: Morton releases Gregor with a sample of para-kete at 11 P.M. See the section "New Drug Hits the Street" for what happens after that. When they return to Morton's lair, Morton eats the soul of Xavier the Goth. Gregor, witnessing this, dances in glee, thinking one day he shall be as strong as the Master. Wolfen freaks out, and Gregor hits him over the head, and chains him against a wall.

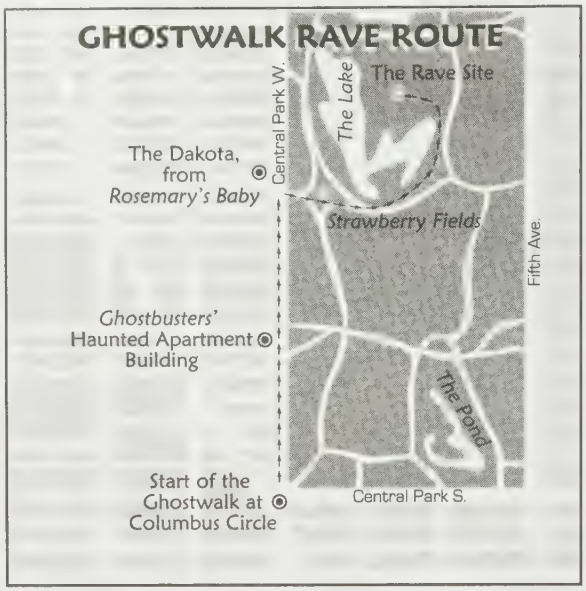
Day 8: nothing much happens. Morton eats Wolfen's soul and stays in his lab. Gregor has lost his mind, and is fanatically devoted to his Master.

Day 9: Morton and Gregor go to Central Park. No activity at Hob's Court. See the Central Park section below for details.

14. Central Park

Researching any library or buying a guide book turns up the following. Central Park is the 843-acre space spared from the schemes of real estate developers by a *New York Evening Post* campaign that began in 1850. Central Park was designed by Frederick Law Olmsted and Calvert Vaux, and constructed by a crew of 3,000 workmen with 400 horses. Central Park is now host to hundreds of activities, including jogging, cycling, horseback riding, skating, croquet, and so on. The area is reasonably safe during the day and

Morton Meets New York's Finest



in populous areas at night. The roads are closed to traffic on weekends.

The lake is in the southern middle section of the park. To the northeast part of it is the Loeb Boathouse where one can rent a rowboat to cruise the lake, or a bike for a spin around the park. The place also serves fast-food snacks and sit-down lunches.

To the north of the lake is the Ramble, a wooded hilly area scored by twisting paths. Bird watchers often come here in the early morning hours during spring and fall migrations.

Searching the area turns up nothing to indicate where the rave will be held.

The Ghost Walk Rave—Day 9

It's Halloween. Ravers and their friends and acquaintances are ready to partake of a night of drug-filled, music-blasting fun. They begin to gather at Columbus Circle at 9 or 10 P.M. Whenever around twenty people show up, half of them begin walking the route. This prevents the police from noticing a large mass of people. Around two hundred people will go to the rave in this manner. About twice that number show up by waiting around the lake, to see where the set-up begins. (The rave organizers arrive at the site and begin setting up at 9 P.M.)

Investigators could dress up to avoid attracting attention, and join the procession.

At the beginning, a number of ravers will have drunk a large amount of alcohol, and will perhaps smoke some marijuana.

The route heads past the "haunted" apartment building of the film *Ghostbusters,* at 55 Central Park West and 66th street. Male ravers shout things like "I am Vince Clortho, Keymaster of Gozer!" while females yell "I am Zul, the Gate Keeper!" and engage in provocative hugs and caresses. The ravers are starting to use ecstasy, crystal, GHB, LSD, and ketamine at this point.

The route continues north to stop in front of the stately Dakota building, on 72nd street. One of the first fashionable West Side apartment buildings, this powerful, relatively squat building is now better known as the place where *Rosemary's Baby* was filmed, and where John Lennon was shot. Ravers will make various Satanic salutes and say things like "He has his father's eyes!" and "All them witches!" Ravers who have not yet used the typical raver drugs now start to take them. Mushroom and PCP use starts.

The ravers then head over to the park itself, and travel over the hilly stretch of parkland designated Strawberry Fields in the memory of John Lennon. Ravers mockingly sing Beatles tunes. Due to the drugs they are ingesting, some ravers actually think they are seeing John Lennon's ghost. Most ravers are now actively using drugs and alcohol.

They proceed along a path toward the north side of the lake, toward the Ramble.

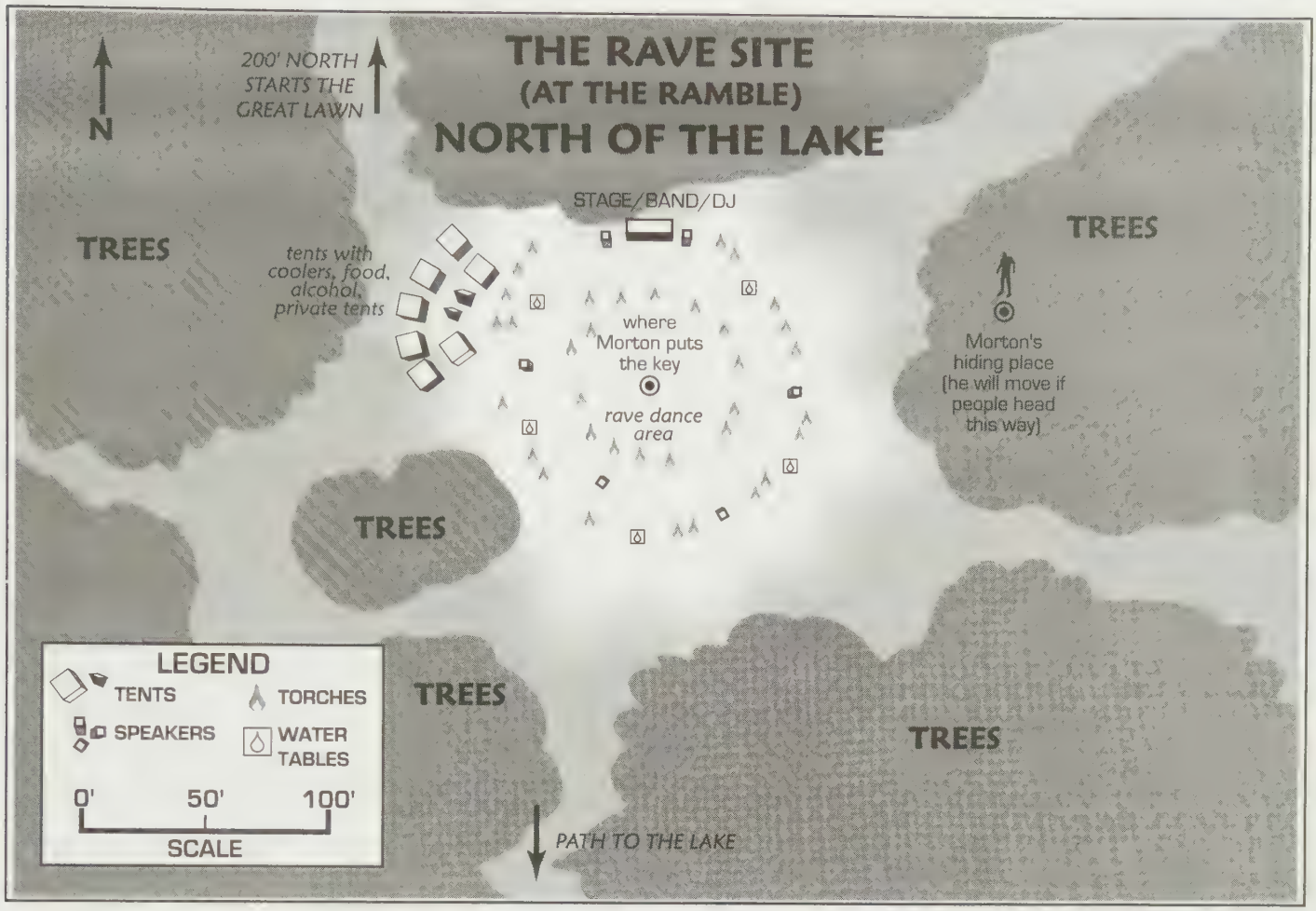
Ravers who went directly to the lake arrive at around 10:30 P.M. Around twenty ravers arrive initially. They head into the Ramble. A few torch poles are planted around a small clearing. The stage and speakers are set up in a circle around the dance area. Large water bins are placed around for the ravers to keep drinking so they will not dehydrate. The party begins. The rest of the partygoers arrive throughout the night, about ten at a time.

Hundreds gyrate to the music blaring from super-woofers, the light from the burning torches, and the drug-induced exhilaration. They dress in a variety of ways—snug, geek, pornstar, Goth. Near the stereo system, people take turns being DJ. Drugs are handed about like candy. Synthetic heroin, crystal-meth, Special K (ketamine), GHB, PCP, marijuana, alcohol, and more are being used with wild abandon. The party is getting started.

Morton and Gregor

The sequence of events depends on how the scenario unfolds. By Day 7, Morton has finished brewing his para-kete. That evening, he has given a lot of samples to Gregor, to try out on people. If Gregor was somehow removed from the situation beforehand, Morton waits for the night of the rave. If Morton gives Gregor the drug, but is destroyed before the rave, Gregor still carries out his end by distributing the drug. Modify the following depending on what has already happened.

Gregor joins the Ghost Walk at about 10:15 P.M. When he reaches Strawberry Fields, he begins handing out free samples of para-kete in pill form. When he reaches the clearing, he covertly dumps



his supply of liquid para-kete into the water containers. He continues handing out free samples of the deadly drug.

Morton heads to the lake at 10 P.M. He hides near the Boathouse. He observes the ravers heading into the Ramble, then sneaks through the woods. At 11 P.M., he warps space to dump his supply of para-kete into the water kegs from a distance. He then heads into the rave at 11:30 P.M.

Morton walks to the center of the rave and puts the Key down. Most people are dancing and going wild and take little notice of his actions.

If nothing happens to interfere with the plans so far, numerous people start to go into dazes, screaming about being on a wild trip. They start babbling about seeing the past, and heading back and back. After a while people start screaming as they glimpse the hounds of Tindalos while their consciousness is trapped back in time. They fall to the ground screaming. This all occurs over thirty minutes.

THE GATE OPENS

If the Key is still in place and intact, and people have taken the para-kete and are falling down screaming, the number of human souls attuned to the Tindalosian dimension allows the Gate to begin to manifest.

In an 80-foot radius around the Crystal Key, the air begins to shimmer as if heat is rising from the ground. At midnight, a hazy image appears, superimposed over the area. The strange dark corkscrew towers of a city are framed by a sky of pitch-blackness. From the windows of the towers can be seen red blazing eyes. The image grows more and more substantial. The Gate opens 2D4 rounds later.

The ravers are disturbed by this seeming hallucination, but are too busy helping screaming friends to think much about it. However, their general incapacitation from drug use is beginning to freak them out. Morbid fear grows within them, transfixing them in fright. The investigators need rolls of POW x5 or less or they also stand transfixed in horror, until shaken out of it by someone. All experiencing the aura of dread need SAN rolls (1/1D2). Now animal howls can be heard. These howls cost another SAN roll (1/1D4). As the seconds pass, the howling moves closer. (see stats on pp. 75-77).

The image eventually becomes crystal clear, as hordes of hounds arrive. They must stay within the 80-foot radius from the Key and cannot move outside of it. Everyone within that radius is torn to shreds, and their souls consumed. Investigators inside the radius need to make a run for it. Each investigator has 1D3 hounds pursuing him or her

until they get outside the spatial warp. The scene of carnage costs viewers 1D6/3D10 SAN. See the *Call of Cthulhu* rules for a typical hound's statistics.

As the Wild Hunt continues, a pair of jaws the size of a truck begins to materialize over the carnage. Blazing red eyes open above it. The jaws rain down blue ichor upon the bloody scene below. Triangular crystal segments form a gigantic head of a wolf-like entity slowly surrounding the jaws and eyes. This is the Lord of Tindalos, Mh'ithrha, whom some humans have long known about. The best rendering has been Fenris the Wolf of Norse mythology, who will help bring about Ragnarok, the twilight of the gods. Seeing this monstrous visage looking down upon the bloodbath costs a further 1D10/ 1D100 SAN. The Gate is still too small. Only part of Mh'ithrha's 'muzzle' and eyes can peer through the it . . . but the experiment is a success. If Morton gets away, he will try to enlarge his Key.

Once all humans are killed within the radius, the hounds return to Tindalos and the Gate dissipates.

Morton guards the Key ferociously. He will not fight to the death, as he knows if he dies the Tindalosian plan will be threatened. However, in his weakened condition (–8 POW and likely drained of magic points), he will likely try to escape on foot and find cover. The investigators may have to chase him down and destroy him.

If nothing gets in the way of his plans, Morton will escape after the Gate closes. The experimental Key will have melted down into carbon-based goo: having opened a Gate to Tindalos once, its POW has been spent. Morton begins to plan ways of obtaining more gemstones with inherent mystic properties. His goal will be to create Keys large enough to engulf cities, and allow passage for the Lords of Tindalos to feed upon all of mankind.

Keeper's note: if the investigators have somehow made it impossible for the rave to take place in Central Park, the Ghost Walk organizers decide to have it at the Katakomb nightclub. The keeper can decide if the ravers will still take a walk about, or head to the nightclub directly to get blitzed. The keeper can modify events as is necessary in this eventuality. If the Crystal Key is used at the Katakomb, its area of effect will encompass the entire building.

Defeating Morton's Plans

Morton is a formidable enemy. However, he is not invincible. Depending on the ingenuity of the investigators, they may even figure out a way to destroy him. A few options are considered below.

Explosives: blow him up with everything you've got. This might work, but keepers should allow Morton to twist space and deflect most of the damage to the areas around (so it appears everything is blown away around him, except the small patch of ground he is standing on). Property damage and risk to bystanders should bring swift reprisals not only from Morton, but the law.

Using the Einstein Formula: it can provide protection, or banish the hounds. The latter option, where Yog-Sothoth enters our realm for a few moments, may result in more destruction and loss of life and sanity than Morton's current plan. However, it will banish the Tindalosians and delay the Lords of Tindalos' future invasion plans. If Morton is present when Yog-Sothoth manifests, his Tindalosian powers are nullified for 2D8 hours, and he permanently loses 10 POW.

Magic Weaponry: the Dagger of Kendari found in Palmer's study is the real McCoy. It does full damage that Morton cannot regenerate. This is also true of the Sword of Paracelsus at the Smithsonian. However, going hand to hand with Morton is probably suicidal.

Sanity Point Rewards and Costs

Actions	Sanity Points
Destroying Morton	+1D10
Capturing Morton	+1D6
Stopping the opening of the portal	+1D10
Einstein Formula used without Yog-Sothoth appearing	+1D4
Preventing the ravers from being drugged with para-kete	+1D4
Magnus survives	+1D3
Helping treat Kate Rowlins	+1D2
Magnus dies	–1D4
The ravers get drugged with para-kete, and fry	–1D4
The Gate is opened	–1D10
Morton escapes	–1D6
Einstein Formula used with Yog-Sothoth appearing	–1D10
Each new victim death (not counting the police) after Day 3	–1

The Baneful Dust of Hermes Trismegistus: Morton is vulnerable to this alchemical mixture, which does full damage to him that he cannot regenerate. This also may be suicidal if thrown at him. In play testing, characters had the FBI labs produce as much of this powder as possible and mixed the dust with gunshot in shotgun shells. The spherical shot and dust were determined by the keeper to cause 2D4 damage/shot (due to dilution and scattering effect of the blast). The intrepid task force, along with a SWAT team, had a furious firefight within the spatial warp with the packs of hounds. The result ended in a stale victory, with the hounds fleeing and only a few humans left standing.

Spherical Tactics: if the investigators put the clues together, they will realize that spheres are a bane to Morton, and nullify his space-warping powers. They may lay a trap by locking Morton into a spherical cage of some sort. They may fashion weapons that fire round projectiles (Morton will take normal damage, but can regenerate his hit points from such blows). Investigators also may set up portable spheres they can hide behind to sneak up on Morton.

At Morton's Weakest: if investigators wait to take Morton on the night of the rave, he will be reduced to 16 POW from enchanting the Key. In this weakened condition, he is easier to handle. However, waiting this long risks the opening of the Gate to Tindalos, even if they do kill Morton.

Tagging Morton: investigators may wish to attach a homing device or radioactive trace material to the good doctor, through some form of attack/throw roll. Due to his nature, the signals or radiation given off will be transmitted into hyper-space, giving off numerous false trails all around SoHo. However, Morton takes off his trench coat when working in his lab, and if a transmitter is on it, kindly keepers may allow the device to give off a signal for the investigators to find (with a halved Luck roll from the investigator with the lowest POW).

SAVING THE DAY

Destroying the Key halts the opening of the portal. Investigators may get hold of it before the night of the ritual. Morton tracks the crystal unless it is destroyed. Trying to destroy the Key once it has been fully enchanted carries risks. See the new spell Create Key to Beyond. If it is destroyed during the ritual, while the Tindalosian dimension is coming into phase, the entire 80-foot radius around the Key will be swept with interdimensional forces. Morton will be swept away through a vortex into the realm of Tindalos. Investigators within the radius need successful Luck rolls, or they will be transported to some other space-time. Even with a successful roll, they lose 4D6 hit points from flying debris, crackling energy, and wind gusts. A successful Dodge indicates they found partial cover—reduce the hit points lost to 2D6. Using ranged weapons to blast at the Key is advisable, but Morton will be guarding it, and will keep warping space around him to protect his treasure.

Investigators may try to stop the Ghost Walk rave by sending in the police and other forces. If they do, Morton will attempt to escape, which he will have a good chance to do if the raid is premature. He will then bide his time, set up another lab somewhere, and prepare for another opportunity. The keeper can use Morton as a recurring villain.

New Spells

BREW ELIXIR OF LIFE

This spell is a variant of an ancient alchemical formula that extended life indefinitely. Morton's concoction only worked by accident, using the blue ichor contamination of the Tindalosians. His formula, combined with the ichor, converts a human into a Tindalosian life form. The ingredients Morton lists include diamond dust ($20,000 worth on today's market), human blood (infant, 5 liters, boiled down into a tar), numerous odd herbs (Luck roll to obtain, plus $1000), and a lab set to mix it all up.

By accident, the particular herbs Morton ordered were rotten, and only that rottenness produced the agents necessary for the ichor to act the way it did. Anyone who replicates the formula without ichor will find they are drinking a foul-tasting drink (plus SAN loss and legal problems depending on how they got infant's blood). With the ichor, they will feel it begin to rot their insides out until they excrete it. For one day, the substance courses through their alimentary tract, causing incredible pain, requiring the person to roll CON x1 per hour to do anything besides hunch over and scream in agony. They also feel their soul being "chewed on," costing 1D4/2D6 SAN. Over the course of the day before the ichor is excreted, it sucks away 1D3 POW and 1D3 CON. The person also needs to be fed through an ostomy tube for the rest of his or her life. On a POW x1 roll, the drinker "lucks out" and begins to transform into a creature like Morton.

BREW LIAO DRUG

Rare substances costing about $1000 U.S. must be mixed together to create one dose of the drug Liao. There is no direct Sanity point cost. Once taken, one's mind begins to wander through time and space; if POW x5 or less is rolled, the user can guide his or her mind in any direction. Each minute after the drug takes hold costs the user a magic

point. The effects can last as many minutes as the user has magic points.

The user perceives the surroundings as getting dark. Objects fade out. The user feels dissociated, somehow leaving the room. There is also a profound sense of anticipation. The user begins to see and feel all points of space-time at once. This sensation can be bewildering, terrifying, and even mistaken for the onset of madness—call for a Sanity roll costing 1/1D4 SAN. There is other danger as well: if the user's mind wanders too far back or too far forward in time, he or she begins to perceive the monstrous machinations of the Mythos, and this may require more Sanity rolls.

If the user goes far, far back in time, angles and curves manifest, and forms begin to twist and shift, filling the viewer with dread (1/1D6 SAN). The user becomes aware of an odor, pungent and indescribable, one so nauseating it can barely be endured. He or she may encounter the hounds of Tindalos at this point. Such an encounter is potentially disastrous.

When the Liao drug's effect ends, or when the user runs out of magic points, he or she lapses into unconsciousness. A user can be physically shaken by a friend, snapping his or her mind back to the present.

BREW PARA-KETE

This is the Brew Liao Drug spell as modified by Morton. He has synthesized it to be a cross between Liao and ketamine, which have numerous chemical structural similarities. Magic point cost and length of effect are the same for both drugs. Para-kete costs $800 per dose to make (ketamine is common in today's illicit drug trade.) Casting this spell requires knowledge of the Brew Liao Drug spell.

The difference between Liao and paraketamine ("para-kete") is that Morton's drug always sends the mind drifting back through time. Para-kete is also highly addictive. After the first dose, the user craves more. After one use, the character needs to roll POW x3 or less to resist using it again if it is available. After the second use, the character must roll POW x2. Once a third dose is taken, the character must roll of POW x1 or less every day to prevent himself or herself from actively seeking the drug all that day. Regular ketamine can be used to quench the cravings. Otherwise, reduce all skills by 25% for 3D6 weeks.

These cravings do not go away for six months. Taking more ketamine will allow the character to function. After three weeks of use, the user has only 10% off all skills. To be cured of para-kete's chronic mind-rotting properties, the character must check into a rehab program, be out of action for three months, and then receive a successful Psychiatry treatment roll.

EINSTEIN FORMULA

Contained in Halpin Chalmers's journal is a complex mathematical formula combined with an occult ritual. To learn the spell, the person must have at least 40% Mathematics or Physics skill. Without that knowledge, the spell is just a bunch of equations. If the person does have the prerequisite skills, he or she can learn the spell with an INT x5 roll in 4D4 hours. (At the keeper's discretion, research modifiers can be applied to the learning time.) Anyone making a successful Mathematics or Physics roll gets the feeling that this spell is extremely dangerous, for it involves hyperdimensional physics. This is a variant form of Call Yog-Sothoth, intended to summon the Outer God's spherical forces.

To perform the spell, a chalk circle must be drawn on the ground or floor. The caster must stand inside the circle, then concentrate on specific numerical formulas concerning extrapolations of spheres and spherical sections in various hyperdimensions, taxing the mind enough to cost 0/1D2 SAN. The caster soon feels a pull to release his or her "life force." The caster then sacrifices 1 POW and 10 magic points.

At this point, forces will be unleashed that tear about the area with a STR 10 wind in a 30 foot radius; the caster will be unaffected. Multi-colored spheres, including colors never before seen in this dimension, begin to bubble out of the ether around the caster (SAN roll 0/1D2). They are of various sizes. The caster is filled with the sensation of incredible forces transcending spacetime. The caster can decide to resist the process at this point—roll POW x5 or less to snap out of what is to come. Doing this stops the spell.

Thereafter the caster concentrates on forming an 18-foot-radius sphere of chronal energy about himself or herself. As the caster concentrates, the chalk circle rises into the air and spins around the caster at an ever-increasing rate of speed like a gyroscopic hula-hoop, forming the chronal energy sphere. The caster also loses 0/1D2 SAN per round as cosmic forces wrack his or her mind. No Tindalosians can pass this barrier; each will lose 1D8 hit points and be banished back to Tindalos if they merely brush the sphere. If Morton comes in contact with the sphere, he takes the 1D8 damage, but is not banished—instead he loses 1D6 POW. If the Crystal Key is within the radius of the sphere or is touched by it, it is instantly destroyed. The spell can be still halted with a successful POW x3 roll (one chance per round), otherwise, it continues whether or not the caster wants to stop it.

The caster can move at a normal rate of speed while maintaining the sphere, so long as he or she makes an INT x5 roll for each round that he or she does so. A failed roll ends the spell and causes the

sphere to dissipate. While maintaining the sphere, the caster cannot engage in any other action more complicated than moving about. However, the caster can use the sphere to "body block" Morton and/or the Tindalosians; the chance for doing this is equal to the caster's Grapple skill. An intended target can attempt to dodge normally.

The caster may go temporarily insane while maintaining the sphere. If so, the following occurs: the caster begins to float off the ground, hovering, eyes glowing with raw power for the next 2D4 rounds. The caster begins to lose an automatic 1D8 SAN per round as his or her mind is stuffed with the knowledge and power of Yog-Sothoth. The caster starts to see higher dimensions (see Morton's powers). At this point, he or she begins to laugh, calling everyone "insects that could be crushed like eggshells."

(At the keeper's discretion, the caster can make one Luck roll per round during this time period to explode rather than continue the spell. Also, other characters can kill the poor sod before it's too late: wounding the caster grants another Luck roll, and killing the caster automatically causes an explosion. Witnessing the explosion costs 1/1D4 SAN, plus 0/1D3 SAN for killing a friend.)

An insane caster becomes an avatar of Yog-Sothoth. During the next 2D3 rounds, he or she begins to transform into the spherical bubbles of Yog-Sothoth. (Anyone witnessing the complete transformation loses 1D10/1D100 SAN.) If any Tindalosians are within Yog-Sothoth's presence, the Outer God's aura forces all of them back to Tindalos.

Yog-Sothoth stays one additional round to wreak general havoc. The caster's mind merges with Yog-Sothoth, being totally diluted into nothingness; but in that one second before dissolution, he or she perceives the fundamental forces of time and space.

CREATE KEY TO BEYOND

This spell was learned by Morton during his hibernation as his mind dwelled beyond time. Only the Lords of Tindalos know it. This potent magical formula allows one to create a Key of sorts, of internally flawless diamond, to the point where the multifaceted synthetic crystal takes on a perfectly rounded spherical shape. The space around the Crystal Key will warp and thin out the barriers keeping the Tindalosian dimension separate from our world. For each point of POW put into the Key during its creation, it gets 1 hit point and 3 armor points, and an area of effect of 10 more feet in radius.

The more damage done to the Crystal Key, the more fragile it becomes. Damaging a Key can cause unpredictable warping effects. Anyone with psychic powers, or who is tripping out on Liao-like substances, is easily able to sense the malign entities of Tindalos. They see the hounds within moments, and the hounds' travel time to enter this dimension will be minutes rather than days—on the order of 3D20 minutes. If enough people attract the hounds (so that the victims' combined POW is 100+), the area around the Key shimmers, slowly materializing a view of the towers of the Tindalosians.

The hounds arrive within the Key's area of effect in packs. If the Tindalosians kill all the humans in the area, the contact is broken, the Gate closes, and the Key melts down to a heap of carbon-based slag, for each Key can open the Gate only once. If the Crystal Key is destroyed, or surrounded by a spherical barrier, then the hounds lose the scent and cannot come forth. If they do arrive, they can only remain for as long as humans remain in the area of effect of the spatial warp. If all humans are destroyed within the area, the hounds' links vanish, and they fade back to Tindalos. If Morton sees that this spell works, he will begin working on creating even larger Keys, with the goal of making one big enough to allow a permanent portal to Tindalos.

Statistics

These are the main non-player characters appearing in this scenario. Each entry notes what a successful Know roll would yield. An "Insider Knowledge" entry is also included—these are facts/rumors/stories about characters obtained by the appropriate skill roll or by the player character's background. (For instance, insider knowledge about Bill Mayham may be obtained via a Persuade roll for an FBI connection or, if the player is a member of the FBI, the info may just require a Know roll). It is left to the keeper to create role-playing opportunities to obtain this information. Most of it is for red herrings. A brief "Plot" note for the keeper indicates how to use the character to enhance the scenario. Appearance notes for each character are found below his or her statistics.

Humans appear in alphabetical order, followed by a separate list of monsters.

People

RICHARD BELASCO, M.D., Forensic Specialist, FBI (optional character)

Know: a few years ago, Belasco was once represented on a PBS special as being a modern real-life "Quincy," a forensics specialist.

Insider Knowledge: Belasco is a hard working man who enjoys and puzzles over minutiae. His middle

name is "obsessive-compulsive." He often has intuitive leaps that let him uncover startling evidence others have missed. He also likes to go in the field to see murder sites, as he has taken up archaeological methods to help investigate scenes.

Plot: Belasco is a friendly fellow, but morbid. Working with corpses on a regular basis requires a certain kind of tolerance. He often cracks sick jokes. He will frequently want to go with the player characters as they investigate.

Dr. Richard Belasco, age 48, Forensics (p. 23)

STR 10	CON 13	SIZ 08	INT 15	POW 16
DEX 14	APP 13	EDU 20	SAN 75	HP 11

Damage Bonus: +0.

Weapons: Fist/Punch 23%, damage 1D3
9mm Automatic 20%, damage 1D10

Skills: Anthropology 25%, Archaeology 20%, Computer Use 50%, Credit Rating 60%, First Aid 68%, Forensics (Medicine) 85%, Library Use 49%, Medicine 88%, Pharmacy 60%, Spot Hidden 80%.

Appearance: Belasco is in his late forties. He has gray hair and is clean-shaven. He dresses very casually. He owns only one good suit. He often seems to mismatch his clothes. He can flash a very ghoulish grin when he cracks a sick joke.

CHESTER BOULDER, D.A.

Know: D.A. Boulder is more of a politician than a lawman. He is up for re-election in a few months. He does not like to be crossed, and has ruined many a person's career for meddling in his plans.

Insider Information: Boulder has dreams of running for mayor. His record is clean, but he is a ruthless opponent. His first wife died in a mysterious boating accident.

Plot: D.A. Boulder will crucify anyone who makes the investigation look stupid. He will have such people audited by the IRS, suspended from duty, denied promotions, targeted with nasty rumors and so on. He is a narcissistic bastard.

Chester Boulder, age 45, District Attorney (p. 16)

STR 11	CON 13	SIZ 16	INT 17	POW 15
DEX 13	APP 15	EDU 18	SAN 75	HP 15

Damage Bonus: +1D4.

Weapon: Fist/Punch 70%, damage 1D3+1D4

Skills: Accounting 50%, Credit Rating 89%, Law 80%, Listen 50%, Persuade 80%, Psychology 60%, Spot Hidden 60%, Fast Talk 75%.

Appearance: a tall thin man in his forties, gray-haired and clean-shaven. He always dresses in dapper suits costing more than $1000. He smokes cigars.

BLAKE CONRAD, M.D., Psychiatrist, FBI Consultant

Know: Dr. Conrad is an FBI consultant who helps profile, track, and treat violent offenders and murderers. He is well known in academic circles, and travels the country giving highly valued lectures. He also does the occasional talk show.

Insider Knowledge: Dr. Conrad used to make it his purpose to expose charlatans who claimed to possess psychic powers or to be able to perform magic. It was said he wanted to find true evidence of magic, for reasons of his own. However, annoyed at the con-artist side of things, he became a hard-nosed skeptic to the point of being ruthless. He not only exposes frauds, he then makes sure the world knows of their deceptions, and helps people to sue them. He is well respected as an expert in his field.

Plot: anyone talking about magic will alienate the good doctor, unless they show him 'real magic.' At that point, he will go into a rage, trying to figure out 'how it was done,' if it was a minor bit of magic. If it's a major spell or the appearance of a Mythos entity, the Doctor will finally become a believer. Until then, he will ridicule Magnus and anyone who supports his theories.

Dr. Blake Conrad, Age 51, Psychiatrist, FBI Consultant (p. 18)

STR 11	CON 12	SIZ 12	INT 17	POW 14
DEX 11	APP 14	EDU 20	SAN 65	HP 12

Damage Bonus: +0.

Weapons: Fist/Punch 50%, damage 1D3
9mm Automatic 30%, damage 1D10
M16 Semi-Auto 80%, damage 2D8

Skills: Anthropology 25%, Computer Use 50%, Credit Rating 70%, First Aid 60%, Library Use 60%, Medicine 70%, Occult 25%, Pharmacy 70%, Psychiatry 80%, Psychoanalysis 45%, Psychology 65%.

Appearance: Conrad is in his early fifties, with a Freudian beard and gold-rimmed spectacles. He dresses in mock-turtleneck sweaters with dark sport jackets and dark pants. He often seems to be not paying attention to things going on around him, but then can make a statement summarizing everything that is transpiring in a single profound comment.

R'AS AL GOURDIE, Police Coroner ("Dr. Ghoulie")

Know: Gourdie is from Saudi Arabia. He is a well-respected coroner, trained in America. He often keeps long hours.

Insider Knowledge: Gourdie's nickname around the force is "Ghoulie," due to the long hours he keeps in the morgue. People often remark about his strange features, long yellow canine teeth, and dog-like face. One cleaning staff member claims he saw Gourdie caressing corpses late at night. The rumor

is Gourdie may be a necrophiliac. However, he is a workaholic, and gets the job done.

Plot: Gourdie's ghoul-like face and weird habits can be expanded upon by the keeper to lead the investigators astray. He also will be angry if investigators "muscle in" on his job. He will start selling news items to Cole Shack, and if really angry, he will suppress evidence. He lives in a squalid apartment in the Bronx. Searching his home will turn up a never-opened copy of the Koran and a closet full of blow-up dolls. A well-thumbed copy of a book discussing cannibalism sits on his bedside table. The book easily opens to a page with a woodcut drawing of someone preparing a meal.

R'as Al Gourdie, age 50, Police Coroner (p. 22)

STR 15	CON 15	SIZ 15	INT 16	POW 07
DEX 13	APP 08	EDU 20	SAN 35	HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch 50%, damage 1D3+1D4
Bone Saw 67%, damage 1D8+1D4

Skills: Anthropology 25%, Computer Use 30%, Credit Rating 40%, First Aid 60%, Forensics (Medicine) 65%, Library Use 39%, Medicine 70%, Pharmacy 66%, Spot Hidden 60%.

Appearance: Gourdie has a balding head with gray tufts of hair on the sides. His eyes are yellow (a touch of hepatitis), as are his long crooked teeth. His face is somewhat dog-like. He walks with a slouch. His clothes usually smell of formaldehyde.

GREGOR THE GOTH

Know: unless investigators are already in the Goth scene, nothing much.

Insider Knowledge: other Goths in on the scene will recall that Gregor is a loner, and shunned by most Goths. "He's really into vampire stuff! Man, I hear he sleeps in coffin, and drinks his loser-friends' blood. The guy's a creep."

Gregor's real name is Clark Huntley. Growing up in an abusive household of drunken violent parents, teased mercilessly by his peers about his name, and experiencing the death of his only source of comfort, his grandmother, when he was twelve—well, Clark's way of looking at the world was bleak. Clark went Goth. Not your average Goth, mind you, but an outcast even there. He went too far in identifying with vampiric images, to the point that he now has permanent capped canine teeth with fangs, sleeps in a coffin, and shares blood with some other outcasts. He is obsessed with getting revenge on the entire world. He feels if he is granted vampiric powers and immortality, he will be able to take his wrath out on all those he hates. His parents died in a fire a year ago. No one could prove it was Clark. Clark now lives with a few of his fellow feasters in a dilapidated warehouse where numerous street kids squat. He works as a part time tattoo artist at Jesus Wept.

Plot: Gregor's role is explained in the timeline. Gregor had his teeth fang-capped by Dr. Palmer three months ago. A file in Palmer's office bears Gregor's true name. Although this is a red herring leading to Palmer, it may also be an accidental lead for the PCs to run into Morton via Gregor.

If Gregor is picked up and questioned, he will not return to his squat after he is released. He can be tailed easily. The first day after being released, he will go to his squat and then his work place. Once he makes contact with Morton, the rest of his optional actions have been described already.

Gregor, age 20, Goth and pawn of Morton (p. 38)

STR 08	CON 11	SIZ 11	INT 12	POW 08
DEX 11	APP 12	EDU 12	SAN 28	HP 11

Damage Bonus: +0.

Weapons: Fist/Punch 50%, damage 1D3
Knife 48%, damage 1D4
Bite/Fangs 20%, damage 1D2

Skills: Art Tattooing 24%, Computer Use 20%, Dodge 25%, Fast Talk 45%, Occult 28%, Sneak 38%.

Appearance: short, skinny and pale, Gregor has just turned twenty. He has long straight black hair, and dresses in entirely black clothing—T-shirt, jeans, and boots. He also has a beat-up long trench coat. He has a variety of black leather clothing accessories, studded with metal studs and spikes. He has white makeup on, with black eye-shadow/dye drawn as Egyptian eyes around his own eyes. He has multiple piercings as well; the visible ones are in his nose, four in each ear, and a tongue stud. He has permanent fang-capped incisor teeth.

SIMON MAGNUS, Occult Consultant and Vampiricist

Know: Magnus is considered a bit of an eccentric at best, a kook at worst. He is well known for his television appearances on shows featuring the strange, the bizarre, and the unexplained. He lives in a large brownstone in the SoHo district. Magnus's specialty is vampires. He has starred in and produced *Dracula: Fact or Fiction,* and *The Nosferatu,* both documentaries about the undead.

Insider Knowledge: Magnus is well known in occult circles. He is the heir of the Magnus fortune—his Hungarian father was in munitions. He employs numerous people to help gather data on supernatural phenomena. He is a member of the Royal Psychical Research Society of Britain. Magnus claims he fought a real vampire in central Europe. Magnus believes in real vampires, real ghosts, and other forms of revenants. Most of his colleagues believe he is slightly mad. Magnus has a fan club, members of which often volunteer to help him research strange phenomena.

Plot: Magnus tries to alter the facts to fit his obsession with vampires—the serial killer *must* be a true vampire. As a veteran Fast Talker, he can be very persuasive. He also speaks well, is intelligent, and has some education. He will want to assist the player characters by tagging along, chattering and gesticulating. He can be diverted by an assignment that cleverly puts him on his own with his crew of sycophantic followers.

If Magnus thinks about the Greek backgrounds either of Mircalla or of Helen Stavros, he suddenly guesses that one (or both) is the Greek vampire he thinks he is hunting. His Sanity is low enough that if he undergoes a great emotional shock, he may try to douse them in gasoline and set them aflame.

Magnus lives in a brownstone at the northeast corner of West Broadway and Grand Streets. It is a two-story home. It has a burglar alarm. The house is decorated as if it were a set from a Hammer film. The parlor is a perfect replica of the 1880s. Magnus's house is filled with books and objects about vampires, including movie stills and wind-up toys. Investigators searching his bedroom find a small box containing snap-in fangs. These were a gift from Dr. Palmer, a fan of Magnus. Needless to say, the Palmer-Magnus connection is yet another red herring on which investigators can waste time.

Simon Magnus, age 41, Vampiricist (p. 22)

STR 10	CON 08	SIZ 17	INT 14	POW 10
DEX 08	APP 09	EDU 17	SAN 38	HP 13

Damage Bonus: +1D4.

Weapons: Fist/Punch 50%, damage 1D3+1D4
.32 Automatic 30%, damage 1D8
Stake and Hammer 25%, damage 1D6+1D4

Armor: none, but carries holy water, crosses, garlic, and mirrors.

Skills: Anthropology 78%, Archaeology 49%, Credit Rating 45%, Computer Use 50%, Cthulhu Mythos 1%, Fast Talk 65%, First Aid 40%, Get Good Side to Camera 60%, Library Use 60%, Occult 85%, Persuade 45%, Psychology 65%.

Languages: Arabic 25%, English 85%, Greek 55%, Hebrew 45%, Italian 40%, Latin 65%.

Appearance: in his early forties, Magnus has a very closely trimmed goatee beard, and is extremely pale and thin. He wears dark-tinted glasses and a strange Indonesian cap. He also likes to dress in a dark black leather coat. Spot Hidden rolls allow an investigator to see multiple scars on his forearms.

CAPTAIN JULES MATHESON, NYPD Special Task Force

Know: Matheson is a no-nonsense police officer who hates anything that gets in his way while he tries to apprehend criminals. He detests the media, and considers anyone who hasn't either been in a war or been shot at in the line of duty as people who have no right to criticize his methods.

Insider Information: he is a member of the NRA. He had one incident report where he beat up a reporter who "got in his way." He fought in Vietnam, where he earned the name "Monster" Matheson for his brutal tactics against the enemy. It is rumored he once planted evidence in a murder case, and sent an innocent man to prison for life.

Plot: Matheson will be gruff and to the point. If any investigators start talking about extra-dimensional monsters or the like, he decides they are fools and, for any accidents or incidents that need a scapegoat as the scenario goes along, he nominates them. If no good evidence turns up, he may plant some on the suspects who turn up during the investigation.

Jules Matheson, age 49, Police Captain (p.17)

STR 15	CON 15	SIZ 14	INT 16	POW 12
DEX 13	APP 13	EDU 14	SAN 60	HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch 70%, damage 1D3+1D4
.38 Automatic 70%, damage 1D10
Shin-Knife 50%, damage 1D2+1D4

Armor: sometimes wears an 8-point Kevlar vest; protects the wearer 50% of the time.

Skills: Climb 50%, Drive 75%, Hide 50%, Law 60%, Listen 50%, Martial Arts 65%, Persuade 40%, Pick Pocket 50%, Psychology 50%, Spot Hidden 60%.

Appearance: Matheson is in his mid-40s, slightly overweight and balding, sporting a thick salt and pepper beard. He dresses to the hilt, and his gun always seems very prominent, even under his jacket.

BILL MAYHAM, FBI Special Agent (optional character)

Know: Bill Mayham has worked for ten years in the FBI's behavioral science department. He has apprehended four serial killers in the past. He is considered one of the best in his field. He seems able to get into the same mind-set as the killer.

Insider Information: Bill is considered the best, but he doesn't want to do this work anymore. He suffers from mild post-traumatic stress disorder, and occasionally abuses alcohol. He has often tried to resign, but the FBI has merely placed him on extended leave status until he could be persuaded to help again via guilt tactics. During his last case, when he captured "The Valentine Killer" (a murderer who cut out his victims' hearts and ate them), he became very violent, screaming he would tear out the hearts of all murdering bastards everywhere. Three fellow agents had to restrain him from trying to plunge a meat cleaver into the apprehended killer's chest.

Plot: Bill can serve as another red herring for the investigators. Bill will not be able to get into Morton's mindset. However, he may drive himself

crazy trying, at the keeper's discretion. He will begin to provide amazing insights and hunches as to where the killer will strike. Use him to hinder or help the player characters. If the investigators try to search Bill's temporary lodgings at the hotel, they find that he has packed a meat cleaver in his suitcase, as well as numerous serial killer profiles. On his mirror are taped numerous photos of victims mutilated in numerous ways by various killers, requiring 1/1D3 SAN to look at. Play Bill as someone who has a haunted look, a "not-really-here" quality about him.

Bill Mayham, age 38, FBI Special Agent (p. 22)

STR 14	CON 13	SIZ 14	INT 14	POW 17
DEX 13	APP 10	EDU 16	SAN 44	HP 14

Damage Bonus: +1D4.

Weapons: Fist/Punch 75%, damage 1D3+1D4
.44 Magnum Revolver 80%, damage 2D6+2
Army Knife 60%, damage 1D4+2+1D4
Meat Cleaver 55%, damage 1D6+1D4

Armor: often wears an 8-point Kevlar vest; protects the wearer 50% of the time.

Skills: Accounting 30%, Chemistry 20%, Climb 80%, Computer Use 50%, Credit Rating 50%, Dodge 40%, Drive 60%, First Aid 75%, Hide 50%, Law 40%, Library Use 60%, Occult 25%, Photography 50%, Psychology 80%, Spot Hidden 70%, Track 25%.

Appearance: Mayham is in his late thirties, clean-shaven, with a crew cut, and piercing blue glassy eyes that seem to look right through a person. He always dresses in a dark suit, conservative tie, and fine Italian shoes. There is a 15% chance that an investigator may detect alcohol on his breath.

SERGEANT BEN MCGARNAGLE, NYPD 13th Division

Know: McGarnagle is Matheson's toady. He even seems to do Matheson's laundry.

Insider Information: McGarnagle is a simple soul who believes Matheson is God's gift to law enforcement. People think he actually may be in love with him.

Plot: McGarnagle will report any unlawful acts the investigators perpetrate to Matheson. Otherwise, he will act as a semi-toady for the investigators so long as they don't treat him too badly. He can also be their driver. However, McGarnagle hates to be disturbed while eating his lunch.

Sergeant Ben McGarnagle, age 35 (p. 18)

STR 14	CON 13	SIZ 11	INT 11	POW 10
DEX 13	APP 11	EDU 12	SAN 50	HP 12

Damage Bonus: +1D4.

Weapons: Fist/Punch 60%, damage 1D3+1D4
.38 Automatic 60%, damage 1D10

Armor: often wears an 8-point Kevlar vest; protects the wearer 50% of the time.

Skills: Climb 20%, Drive 65%, Hide 40%, Law 30%, Listen 40%, Persuade 40%, Psychology 10%, Spot Hidden 40%, Toady 90%.

Appearance: McGarnagle is a slender fellow in his mid-30s. His face is pockmarked. He has a nervous laugh.

MIRCALLA, Owner of NightDark Designs

Know: in Goth circles, she is the queen of the vampire fashion scene.

Insider Knowledge: her real name is Anna Nikodemos. She used to be a goody-goody Greek Orthodox churchgoer, until she ran away from her sexually abusive father. She is considered a "wise woman" in New Age wisdom. She likes to give out magic crystals to her friends.

Plot: see "NightDark Designs" in the section "Gothic Investigations" for possible complications with Mircalla. Keepers may decide to make Mircalla into a Wiccan witch with real powers, but this would defeat the spirit of this scenario. Mircalla handing out non-magical warding crystals is a better angle.

Mircalla, age 28, Goth Beauty (p. 40)

STR 10	CON 13	SIZ 09	INT 14	POW 14
DEX 14	APP 15	EDU 11	SAN 63	HP 11

Damage Bonus: +0.

Weapons: Fist/Punch 40%, damage 1D3
.32 Automatic 35%, damage 1D8
Steel Stiletto Heel 35%, damage 1D4 (can impale, but worn only with gowns)

Skills: Accounting 25%, Computer Use 18%, Credit Rating (Goth scene) 85%, Crystal Lore 70%, Fast Talk 55%, Hide 63%, Listen 58%, New Age Lore 50%, Occult 40%, Pick Pocket 76%, Sneak 57%, Spot Hidden 40%.

Appearance: Gothic beauty who dresses in leather pants, tight shirt, laced riding boots, and cape. She may pop in her removable fangs for effect, but she would not bite with them. She is a fashion diva in the Goth scene. The impression of her APP varies with the beholder, but she is always noticed.

DR. BOB PALMER, the S&M Dentist

Know: if a character is a dentist or into the Goth scene, Palmer is known to be into the nightlife fetish world. He designs snap-in fangs, and also caps incisor teeth with fangs, for select Goth clients. He likes to go by the name "Master Palmer." His favorite nightspot is the Katakomb.

Insider Knowledge: Palmer is a sexual sadist. He demands that his submissive slaves call him "Master Palmer." He has three female live-in house slaves, who do the cleaning, cooking, etc. He has a dungeon in his basement. Palmer has a criminal record of numerous assault charges for starting fights in bars. Some in the Gothic scene report that

Palmer indulges in feasting upon blood. Palmer is also a member of the Order of the Vampyre, which is connected with the Church of Satan.

Plot: with his three brides, he is a poseur of a vampire lord. Strange as it may seem, Palmer's perversions are well within the law. He will sue anyone who trespasses without a warrant. He will sue investigators who wound him or damage his property. If he is killed, investigators better have a good excuse or they are indicted for murder. If investigators check out Palmer's office, see its description in the section "Gothic Investigations," above.

Dr. Bob Palmer, age 39, the S&M Dentist (p. 42)

STR 10	CON 12	SIZ 13	INT 14	POW 09
DEX 12	APP 13	EDU 18	SAN 21	HP 13

Damage Bonus: +0.

Weapons: Semi-Auto 12-Gauge Shotgun 35%, damage 4D6/2D6/1D6
Fist/Punch 40%, damage 1D3
Fangs 20%, damage 1D2

Skills: Credit Rating 67%, Dentistry 65%, Dominate Cooperative Women 70%, Fast Talk 65%, Medicine 20%, Occult 15%, Pharmacy 15%, Psychology 24%, Tell Bad Jokes 60%.

Appearance: Tall, dark, and skinny, Palmer is in his late 30s. He has dark black hair, and a thin beard and mustache. He often wears only black clothing. He also wears a silver pentagram medallion around his neck.

DR. KURT NATHAN PETER, Bellevue Staff Psychiatrist

Know: Dr. Peter appears on talk shows as an expert on dissociative disorders.

Insider Knowledge: Dr. Peter is considered an expert psychiatrist. Numerous patients praise him. Some others say he is a bit too rude for their tastes. He is a blunt and curt man. He sometimes has mood shifts, in which it appears he acts like a completely different man.

Dr. Peter is a German immigrant. His family moved to America when he was six years old.

Dr. Peter's interests in dissociative phenomena lead him to explore, as a personal hobby, legends of lycanthropy. His office is full of wolf images.

He lives in Upper Manhattan in a high-rise condominium building. The building has 24-hour security, and a front desk manned by security guards.

Plot: his name alone should get the investigators going. Though his apartment is full of books on lycanthropy, he is harmless. He is an eccentric, but he cares deeply for people. Nonetheless, Peter become enraged if he learns he is a suspect in the ongoing rash of murders.

Dr. Kurt N. Peter, age 50, Staff Psychiatrist (p. 30)

STR 17	CON 17	SIZ 18	INT 15	POW 13
DEX 13	APP 10	EDU 20	SAN 58	HP 18

POLICEMEN

The following statistics can be used for both patrol officers and SWAT team officers. Reuse them as necessary. Feel free to emphasize dramatic effect over skills and stats as appropriate.

	STR	*CON*	*SIZ*	*INT*	*DEX*	*POW*	*HP*	*DB*
1	13	15	14	11	16	12	15	+1D4
2	17	14	13	10	12	11	14	+1D4
3	13	12	12	15	11	13	12	+1D4
4	12	11	15	13	11	11	13	+1D4
5	15	13	13	12	15	11	13	+1D4
6	16	11	12	12	12	15	12	+1D4
7	17	15	16	10	11	11	16	+1D6
8	14	16	11	13	14	14	14	+1D4
9	13	14	14	14	12	12	14	+1D4
10	12	17	11	12	13	13	14	+0

Weapons: .38 Automatic 50%, damage 1D10
M-16 Assault Rifle (SWAT officers only) 50%, damage 2D8
Semi-Auto 12-Gauge Shotgun 50%, damage 4D6/2D6/1D6
Billy Club 50%, damage 1D6 + db
Fist/Punch 55%, damage 1D3 + db
Grapple 40%, damage special
Possible explosives and/or heavy weapons, as keeper deems appropriate (SWAT officers only)

Armor: 8-point kevlar vest; protects the wearer 50% of the time. SWAT police wear 12-point heavy kevlar vests and 5-point riot helmets. (When an attack hits, roll for location: on a roll of 01–50 it hits the vest; on 51–70, it hits the helmet; on 71–00, it hits an unprotected area.)

Skills: Climb 40%, Dodge 40%, Drive Auto 50%, Fast Talk 25%, Hide 20%, Law 20%, Psychology 25%, Sneak 20%, Spot Hidden 30%.

Damage Bonus: +1D6.

Weapons: Fist/Punch 50%, 1D3+1D6

Skills: Anthropology 15%, Computer Use 20%, Credit Rating 70%, First Aid 60%, Library Use 70%, Medicine 50%, Occult 15%, Occult (Lycanthropy) 75%, Pharmacy 40%, Psychiatry 70%, Psychoanalysis 65%, Psychology 45%.

Appearance: Peter is a huge bear of a man in his early forties. He has a shaggy beard and mustache, and wears thick round spectacles. He is constantly working out at the gym facilities in his building. He dresses in thick sweaters and slacks. He smokes a pipe.

ADAM PYLE, Owner of Jesus Wept Tattoo Parlor

Know: SoHo inhabitants that are into body art have heard of this fellow. Although not a virtuoso, his art is considered good.

Insider Knowledge: Pyle has a serious heroin addiction. He also likes to collect guns. His apartment a few blocks away from his shop is filled with illegal fire-arms. He was convicted of sexually molesting a 14 year old girl; he has been diagnosed as a pedophile.

Plot: Pyle's obesity and love of pornography may have players thinking he has some connection to Y'golonac. However, he is just a man with a lot of twisted thoughts and problems. He will likely try to shove someone's face in if he thinks he can get away with it. If he has just been shooting up, he won't care if he gets away with it or not.

Adam Pyle, age 40, Tattooist (p. 42)

STR 16	CON 10	SIZ 18	INT 12	POW 7
DEX 14	APP 06	EDU 10	SAN 35	HP 14

Damage Bonus: +1D6.

Weapons: Fist/Punch 70%, 1D3+1D6 (+2 for brass knuckles)
Knife (with Brass knuckle hilt) 60%, 1D4+2+1D6
.457 Magnum Revolver 50%, 1D10+2

Skills: Art: Tattooing 70%, I.V. Heroin Use 75%, Occult 10%, Threaten 79%.

Appearance: Pyle is a huge obese man with a bald head, shaggy beard, and tattooed body. He wears biker gear, and has a leather jacket with a symbol of a fiery hell-hound with the words "Satan's Lap Dogs."

COLE SHACK, Nosey Reporter without Journalistic Ethics

Know: law enforcement types and journalists will recall that Cole works for the *Daily Eye,* a small newspaper. He is also known as a know-it-all pain in the ass.

Insider Knowledge: Cole wants to win the Pulitzer Prize. He considers himself a great reporter, even though he is merely ambitious. He constantly has stories cut because of libelous accusations and unsubstantiated facts. He is usually on the crime beat—despite his flaws, he does get stories and can write a colorful line. But very few papers in the country would touch him with the proverbial ten foot pole.

Plot: Cole can hinder or help the investigators. He tries to shadow them when possible. He suggests they team up. His goal is to get a good story, but in moments of life and death he would choose to help the investigators over a byline. Cole will talk investigators' ears off with his adventures—"I've seen more bodies than you've had hot dinners."

Cole Shack, age 44, nosey newsy (p. 23)

STR 12	CON 12	SIZ 13	INT 15	POW 12
DEX 12	APP 13	EDU 14	SAN 60	HP 13

Damage Bonus: +1D4.

Weapons: Fist/Punch 40%, damage 1D3+1D4
.38 Revolver 20%, damage 1D10

Skills: Accounting 25%, Climb 42%, Computer Use 28%, Credit Rating 25%, Drive 48%, Fast Talk 75%, First Aid 28%, Hide 63%, Library Use 72%, Listen 58%, Locksmith 32%, Occult 20%, Photography 46%, Psychology 38%, Sneak 57%, Spot Hidden 60%, Write Sensationalistic Article 79%.

Appearance: Cole usually has some hip stubble growing, never enough for a full beard. He is in his forties. He dresses sloppily. He wears a fedora, no matter what the weather, as homage to his heroes Winchell and Drudge.

HELEN STAVROS, Owner of Helen's Heaven

Know: Helen's Heaven advertises on TV, radio, and in the newspapers. It is considered a wonderful rejuvenation spa. Many famous New Yorkers use its services.

Insider Knowledge: Helen's Heaven is located in Little Italy, on Elizabeth and Broome streets. It specializes in mineral baths that claim to restore vigor and health to skin. The owner is Helen Stavros, a Greek immigrant. She claims the secret to her techniques is an old ancestral ingredient she keeps secret: "I don't want my competitors to find out!"

HELEN STAVROS

The shop is large and opulent. A bust of a beautiful Greek woman is in the lobby, with a small placard proclaiming it an image of Helen of Troy. A Spot Hidden roll detects an amazing similarity between the bust and Helen Stavros. In fact, a local SoHo artist sculpted the bust, commissioned by Helen herself. However, she will not readily admit

this, saying it is a museum replica from the Museum of Athens.

Helen always wears an Egyptian Ankh necklace.

She has no known criminal record. All her family is dead. She moved from Athens to New York two years ago. She lives on the floor above her business.

Plot: the number of victims attending the spa is purely coincidental. Many people in SoHo patronize the spa. The facility's basement has a locked room, where Helen keeps her secret ingredient. If investigators break into the room, they find canisters of human urine. People making a Know roll at half their normal percentage rating recall that urine is sometimes used as a skin conditioning agent in Europe, although no one talks about it. Helen does not want that fact made public, as it could ruin her business. Investigators may come to believe that Helen is the Countess Bathory, or even a vampiric Helen of Troy!

Helen Stavros, age 37, Beautician (p. 73)

STR 11	CON 15	SIZ 12	INT 15	POW 17
DEX 17	APP 19	EDU 16	SAN 85	HP 14

Damage Bonus: +0.

Weapons: Fist/Punch 40%, damage 1D3
Knife 48%, damage 1D4

Skills: Accounting 43%, Computer Use 20%, Craft (Beautician) 84%, Dodge 65%, Fast Talk 35%, Greek Cuisine 80%, Occult 15%, Sneak 38%.

Languages: English 55%, Greek 85%.

Appearance: Helen is a woman in her late thirties. She is tall, shapely, and drop-dead gorgeous. She has cat-green eyes and long golden brown hair. She always wears an ankh about her neck. She dresses in the latest fashions.

MADELINE TREVI, Dominatrix and Manager of S&MAK

Know: those into the NY fetish scene know of Trevi, an internationally known dominatrix who has her own web site and store. She often writes articles for various bondage magazines.

Insider Knowledge: Trevi had an abusive childhood. She was eventually taken from her home by a child protection agency and adopted by another family. She grew up with mistrust for most people. She especially despised men. She channeled her anger into becoming a high-paid dominatrix. With her popularity came money, and she opened up S&MAK. She is careful that her activities never fall into the sex-trade side of domination, as she used to get arrested in the past when they did.

Plot: keepers may have Trevi become a victim of Morton at the urgings of Gregor. Gregor still holds a grudge because Trevi did not accept him even as a slave, so he figures she should die. Use this option only if you wish to truly highlight a link between Morton and Gregor.

Madeline Trevi, age 33, Dominatrix (p. 41)

STR 14	CON 13	SIZ 08	INT 14	POW 13
DEX 12	APP 14	EDU 11	SAN 50	HP 11

Damage Bonus: +0.

Weapons: Fist/Punch 60%, damage 1D3
Knife 48%, damage 1D4
Stiletto Heel 35%, 1D3
Whip 80%, 1D6

Skills: Accounting 30%, Art (Fetish Fashions) 80%, Computer Use 45%, Dodge 45%, Fast Talk 65%, Martial Arts (Wen-Do) 40%, Occult 25%.

Appearance: Trevi, is a thin, petite blonde female who dresses in black leather. She wears a pentagram around her neck. She has a tattoo of an eye in a pyramid on her left arm.

FATHER VOINESKOS

Know: Greek Orthodox characters living in SoHo know he is a well-respected holy man.

Insider Knowledge: Father Voineskos is a Greek Orthodox fundamentalist. He lives a life of simplicity. He is intolerant of those who mock the ways of his god. He will provide sanctuary to his flock. He often seems to sing to himself.

Plot: Father Voineskos can be used to strengthen the false trail of the Greek vampire theory. He can tell investigators of violent suicides and deaths of some of his congregation from the past. If investigators convince him there is evil afoot, he will assist them by volunteering to walk the streets, armed with a crucifix and holy water. If investigators allow him to do this, keepers should feel free to have Morton kill the good father as he would Magnus, with the investigators suffering SAN loss for this occurrence.

FATHER VOINESKOS

Father Voineskos, age 66, earnest believer (p. 55)

STR 10	CON 10	SIZ 10	INT 11	POW 18
DEX 10	APP 11	EDU 16	SAN 90	HP 10

Damage Bonus: +0.

Weapon: Fist/Punch 20%, damage 1D3

Skills: Credit Rating 75%, Fanatical Faith 99%, First Aid 78%, Library Use 72%, Listen 58%, Occult 40%, Psychology 18%, Religion 60%.

Languages: English 60%, Greek 90%, Latin 66%.

Appearance: Voineskos is in his sixties, with a beard and mustache akin to Santa Claus. He dresses in dark

black robes with a square long hat, traditional to Greek Orthodox priests.

Creatures

MH'ITHRHA, Arch-Lord of Tindalos, a New Entity

> *. . . monstrous shapes were now moving, with a rapidity that seemed in some quite terrible way unnatural. In aspect they were vaguely wolflike, with blazing eyes and clashing jaws. But their contours kept shifting as they advanced, as if all the evil in the universe were reshaping them, from instant to instant, to make them increasingly more frightful in their destructiveness.*
>
> —Frank Belknap Long, "Gateway to Forever."

Tindalosian intrusions upon our world have been recorded from the dawn of history to the present day. The greatest and most powerful of them have been portrayed as apocalyptic figures, whose presence would signal the end of the world. The Lords of Tindalos are the most powerful of these foul beings.

As are hounds of Tindalos, the Lords are more creatures of spirit and otherworldly material than solid flesh and ichor. Their shapes look wolflike only in that something within the human soul recognizes their innate predaciousness. Their shape is perceived as made up of sharp angular pieces. Since the things exist in higher planes, they appear to shift and change sizes and contours as different segments pop in and out of earthly space-time.

The Lords of Tindalos and Yog-Sothoth have struggled since the beginning. Yog-Sothoth's globe-like forms show its affiliation with curved time, while the Lords of Tindalos are in a manner Yog-Sothoth's counterparts in angular time.

The Fenris Wolf, portrayed in Norse mythology, is the most famous legendary representation of Mh'ithrha. The Arch-Lord has tried numerous times to break through to our world, and each time comes closer to succeeding. In the myths, Fenris is tricked by the gods into being tied up with a magic silver thread. Fenris is unable to break free until Ragnarok, the Twilight of the Gods. Released, Fenris will eat Odin and swallow the Moon! What the legend cloaks in symbols is the following reality—the thread is the thin barrier which separates Tindalos from our world, Ragnarok is the End Times, Odin represents the souls of humanity, and the round Moon is the symbol of curved space which the Tindalosians will conquer. The Arch-Lord over other Lords, Mh'ithrha is the mastermind behind the current plans with Morton.

Mh'ithrha, Ageless Arch-Lord of Tindalos (p. 64)

STR 80	CON 80	SIZ 80	INT 44	POW 80
DEX 35	Move infinite			HP 80

Damage Bonus: +9D6.

Weapons: Claw 99%, damage 1D6+ichor+9D6
Bite 100%, damage Swallow Whole (up to SIZ 300)
Tongue 100%, damage 3D10 POW drain+total blood drain*
Charnel Odor of Decay and Death 100%, damage nausea**

**the process leaves a gaping hole in the chest surrounded by gobs of blue ichor. Mh'ithrha adds one magic point per point of POW drained, up to a maximum of 80 points.*

***all within smelling range must make a CON x1 roll or be incapacitated by vomiting for 1D6 rounds.*

Armor: 8 point skin; ordinary weapons do no damage; magic weapons and spells do full damage. Further, it regenerates 8 hit points per round until dispelled.

Skills: unknown, but probably formidable judging by its INT. For some special space-time abilities, see further below.

Spells: the keeper may provide spells as desired. Definitely include all spells pertaining to the manipulation of space-time and all spells destructive to humans.

Sanity Loss: 1D10/1D100 Sanity points to see Mh'ithra.

MH'ITHRHA'S SPACE-TIME ABILITIES

Hyper-Sight: Mh'ithrha can see an area of up to ten miles in radius as if he were in the fourth dimension—all directions, behind walls, in containers, etc., all at once. He cannot see into magically protected areas or behind round or spherical spaces.

Step-Through: as long as sharp angles are within ten feet of him, Mh'ithrha can step through via hyperspace to another angle *anywhere* in the space-time it inhabits. It takes one round to open the angle, from whence mist begins to trickle forth. It takes a second round to step out through the exit angle.

Twist Space: for one round per five magic points sacrificed, Twist Space can ripple local space-time around it within a one mile radius. Those outside this area see everything twisting and elongating in odd directions. Those inside see themselves being twisted and stretched, and lose 1/1D4 SAN. To resist being incapacitated by the twisting and stretching effects for 2D6 rounds, those inside the area must roll CON x1 or POW x1, whichever is better. Those outside the radius who are firing ranged weapons into the area of effect suffer a 75 percentile reduction to hit; those attacking from within the radius suffer an 85 percentile reduction. A character inside or outside the area of effect can negate the ranged attack penalty with a successful Cthulhu Mythos roll (or a Mathematics or Physics roll at half normal percentile rating) and a sacrifice

of 1 SAN. (With a successful roll, the viewer is able to comprehend the angles of the distortion.)

DR. JAMES MORTON, Tindalosian Hybrid

Know: likely not a thing, except what they turn up during the investigation.

Insider Knowledge: not a thing, except what they turn up through the scenario. A character with a forensics background can attempt to roll EDU x3 or less to recall that in the 1920s a well-respected forensics scientist had the same name.

Plot: Morton's actions are detailed in the scenario. His primary goals are first to feed, then to work on the Gate to Tindalos. Morton likes eating tasty souls. He always attacks those with the highest POW first. If surrounded, he just rips, tears, and tosses people about. If he has enough magic points, he delights in allowing opponents to flee and then popping up in front of his prey, smiling as only he can.

Morton will feed on anyone available, but he prefers women. He seeks symbolic revenge for a woman's role in the Deed (see "The Deed" under "The Tindalosians," below). Furthermore, his old human self was lustful and sexually repressed, so he commits his misogynistic murders as a means of obtaining perverse sexual gratification. He was also homophobic before his transformation, so he dislikes sharing the "intimate" feeding experience with males. However, he is sufficiently ravenous and committed to his goals that he will prey upon anyone in a pinch.

Morton knows he can be stopped with sufficient fire-power, and will not stick around to take on the police if they are organized. He needs to feed once a day. It is very hard for him to keep himself looking human, since his evil form constantly shifts, as is blatantly obvious in daylight. To keep people from seeing, he wears a long black trench coat with an upturned collar and a wide brimmed black hat. When he attacks, he does it in the shadows. If player characters confront him in small numbers, such as in his lab, or when he visits the Katakomb, he will delight in telling them they are fools to try to stop him:

"How can you resist me, a master of space and time? Soon the hour shall toll my Lords' arrival and they will feast upon humanity. The Wild Hunt is nigh! How? You ask how! I shall tell you how—after all, it will be the last words that you ever hear. My kin, with wisdom infinitely greater than that of you apes, shall rend space so that you will all be fodder for our tables. Angles and curves shall unite, as it was at the Beginning. So many angles put together shall create a curve, while a curve broken down shall create angles. Do you see? *Do you see?* There is an abyss of being which man has never fathomed. The Deed that was done in the Beginning shall be redressed. The essence of your souls shall be consumed. Now that I have told you, I must admit . . . I am lean and athirst!"

Dr. James Morton, Immortal, Mad Alchemist and Hybrid Tindalosian (p. 15, 59)

STR 26	CON 26	SIZ 17	INT 17	POW 24
DEX 19	APP 13/0*	EDU 25	SAN 0	HP 22

**APP varies with human aspect and hybrid aspect.*

Damage Bonus: +2D6.

Move: 10+special ability (see below)

Weapons: Claw 46%, damage 1D3+2D6
Bite 38%, damage 1D6+2D6+swallow whole*
Tongue 70%, damage 1D2 POW drain**
Charnel Odor of Decay and Death 100%, damage nausea***

**if Morton receives a special success and the victim fails to Dodge, Morton's mouth seems to enlarge to the victim's size, while the victim seems to elongate, shrink, and be sucked into the maw. The character is gone. Morton can swallow up to SIZ 30.*

***the process leaves a small painless hole in the chest surrounded by traces of blue ichor. Morton adds 1 magic point per point of POW drained, up to his maximum of 24. The tongue sucks the soul and all bodily fluids out of the victim at the rate of 1D2 POW and 1D6 CON per round (the POW stays lost, but blood transfusions can restore the CON up to half of the total lost points). The tongue stays attached until Morton disengages or the victim dies or breaks away (it has STR 13, HP 8, and it regenerates 3 HP per round).*

****when in full Tindalosian aspect, all within smelling range must make a CON x5 roll or be incapacitated by vomiting for 1D6 rounds.*

Armor: 2 point skin. Regenerates 3 hit points per round. Mundane weapons do minimum damage. (Damage is minimized *before* applying Morton's armor; he is extremely difficult to harm with normal weapons.) By expending 4 magic points per round, Morton can shift his physical essence further into hyperdimensional space, becoming completely immune to mundane weapons, as are his new brethren. In all cases, magical weapons and spells have full effect. If Morton's hit points drop to zero or below, he shatters into numerous crystal fragments, which mostly dissipate. It is up to the keeper whether Morton is then truly dead, or whether some fragments regenerate over a long period of time. Perhaps some fragments end up in an FBI lab containment unit.

Skills: Anthropology 48%, Archaeology 38%, Art (Gemology) 58%, Biology 68%, Chemistry 84%, Cthulhu Mythos 36%, Dodge 75%, Hide 75%, History 80%, Jump 70%, Library Use 68%, Listen 70%, Medicine 25%, Occult 80%, Persuade 80%, Pharmacy 74%, Physics(Tindalosian) 85%, Psychology 60%, Scent Humans 85%, Sneak 80%, Spot Hidden 75%.

Languages: Chinese 20%, English 99%, Greek 50%, Latin 50%.

Spells: Brew Elixir of Life, Brew Liao Drug, Brew Para-Kete, Contact Hound of Tindalos, Create Key to Beyond.

Sanity Loss: none in human form; to see his Tindalosian form costs 1D2/1D12 Sanity points.

Appearance: Morton tries to maintain his human form, but his image often wavers and ripples. Tindalosians exist across hyperdimensional realms, and thus appear to shift and change when mere three-dimensional mortals can see only segments of their being. Morton dresses in a black trench coat and wide-brimmed hat to hide his Tindalosian features. When he doesn't bother to keep human shape, his visible portions change radically. His hands appear as a conglomerate of triangular crystals reminiscent of wolfish claws. His face is replaced by what seems to be a wide gaping mouth, with a set of long crystalline fangs. (The rest of Morton is in other dimensions). His shape constantly shifts, as if small parts of him were popping in and out of existence. His exposed substance appears as a conglomerate of many angles, with no curves at all. Morton can extend a snake-like tongue of bluish color from these jaws. Although not obvious by sight, the soul immediately senses that this is a predator, a wolf-like creature whose prey is one's inner essence.

MORTON'S SPACE-TIME ABILITIES

Though parallel to Mh'ithrha's, and formidable in combat in their own right, Morton's space-time abilities are minor compared to those of the Arch-Lord's.

Hyper-Sight: for 1 magic point per round, Morton can survey an area of up to his POW x10 feet in radius as if he were in the fourth dimension—all directions, behind walls, in containers, etc., all at once. He cannot see into magically protected areas or behind round or spherical spaces. Morton still needs to make Spot Hidden rolls to spot characters hiding behind walls, etc. This ability also allows him to Dodge three times a round at his full percentage chance, no matter the direction of the attack (for example, even behind his back).

Step-Through: for 4 magic points per use, and as long as sharp angles are within ten feet of him, Morton can step through via hyperspace to another angle within POW x20 feet of himself—effectively a teleport. It takes one round to open the angle, whence mist begins to trickle forth. It takes a second round to step out through the exit angle.

Twist Space: for one round per five magic points sacrificed, Morton's Twist Space can ripple local space-time around him within a radius of POW x1 feet. Those outside this area see everything twisting and elongating in odd directions. Those inside see themselves being twisted and stretched, and lose 1/1D4 SAN. To resist being incapacitated by the twisting and stretching effects for 2D6 rounds, those inside the area must roll CON x1 or POW x1, whichever is better. Those outside the radius who are firing ranged weapons into the area of effect suffer a 75 percentile reduction to hit; those attacking from within the radius suffer an 85 percentile reduction. A character inside or outside the area of effect can negate the ranged attack penalty with a successful Cthulhu Mythos roll (or a Mathematics or Physics roll at half normal percentile rating) and a sacrifice of 1 SAN. (With a successful roll, the viewer is able to comprehend the angles of the distortion.) Morton may use this ability to effect an escape.

A PACK OF TINDALOSIANS

See the *Call of Cthulhu* rule book for a more complete description of the individual creature. Keepers can optionally grant the hounds powers similar to Morton's.

	STR	*CON*	*SIZ*	*INT*	*DEX*	*POW*	*HP*	*DB*
1	17	30	18	17	12	24	24	+1D6
2	14	32	17	18	12	18	25	+1D4
3	24	35	20	12	11	24	28	+2D6
4	20	25	23	15	11	30	24	+2D6
5	18	28	20	22	11	35	24	+1D6
6	15	27	17	28	10	18	22	+1D6
7	16	30	16	13	10	17	23	+1D4
8	17	30	15	14	10	15	23	+1D4
9	19	29	17	15	09	22	23	+1D6
10	17	34	18	12	09	31	26	+1D6

Weapons: Paw 90%, damage 1D6 + ichor + db
Tongue 90%, damage 1D3 POW drained per round

Armor: 2-point hide; regenerates 4 hit points per round, unless dead; mundane weapons have no effect on a hound, though enchanted weapons and spells do full damage.

Spells: each knows at least 1D8 spells, as the keeper finds appropriate.

Sanity Loss: 1D3/1D20 Sanity points to see a hound of Tindalos.

The Tindalosians

The figure that emerged was sharp and angular and unrecallable as a burst of static electricity . . . it was dark and it stood upright, and there was a vaguely lupine air about it as it sprang forward . . . also something cold and partaking of primal hunger which nothing in the new universe might fully satisfy.

—The Changing Land,
by Roger Zelazny.

For game statistics of these immortal monstrosities, please see the entry for hounds of Tindalos in the *Call of Cthulhu* rules.

What Are They?

First and foremost, the hounds of Tindalos are *not* just extradimensional dogs or wolves. Some scholars have portrayed Tindalosians as if they can be treated like pets, that they act like dumb canines, and the like. The hounds of Tindalos are a race of hyperdimensional beings with intelligence much greater than humankind. Anyone who thinks they can control a Tindalosian is likely being tricked into allowing the creature entrance into our reality (as was the case with sorcerers such as Amen-Tet). These beings have such power and intellect that they can manipulate and control various servitor and independent races—even from outside this space-time continuum! After Nyarlathotep, these Mythos beings are the most interested in humanity, as they wish to destroy and consume it utterly.

The wolfish/hound-like aspect of a Tindalosian comes from their spirit-like essence that radiates cosmic hunger and predaciousness. Humans perceive Tindalosians not only through their eyes but mostly from within their souls, as the hound's presence summons within us ancient genetic memories of dread dire wolves. The Tindalosian exists in hyperdimensional space, and so only segments of its form are seen by humans. They appear as complex shifting geometrical shapes, like a malignant, terrifying kaleidoscope. These things do have some semi-solid substance, as evident from their attacks, although it is unclear if they have actual bodies. It is uncertain if the ghastly sounds of their breathing and horrific stench they exude are evidence of physical manifestations, or more the stirring up of subconscious terrors in the human psyche.

The term "Tindalos" is thought to be derived from a hoary, unknown language. This word was used by the ancient Greeks to veil these monsters' essential foulness. Some occult scholars hypothesize the word translates to "magic power." Others think the word is the true name of the world these beings come from.

The dimension/world/city of Tindalos has been described as being coterminous with other dimensions, including our own space-time continuum. The city is indescribable in human architectural terms. Some of its sinister towers appear as being corkscrew shaped, but this may be due to the effect of seeing a hyperdimensional structure through limited human perceptions.

Tindalosians are usually so overcome with the urge to suck the essence of human spirits into themselves, that in the process they destroy their link to our space-time continuum. However, so long as the prey's mind is alive and in our world, the hound can roam this dimension in the general spacetime of the target. A hound can resist having to eat its target by sheer will power (*i.e.,* rolling its POW x3 or less per round). Thus only the more powerful hounds, such as the Lords of Tindalos, can pull off this feat.

History Records

The Tindalosians have been attempting to consume the souls of mankind throughout history. The monsters have been symbolically represented in many cultures over millennia. Representations include such figures as the Japanese *kotan utannai* storm demons, the Chinese *gong-gong* harmony-destroying monster, the Egyptian god of the dead *Anubis* and the soul devouring *Ammut.* Certain variant Greek legends of *Lyacon* (the divine curse of Zeus to transform a doer of evil deeds into a wolfish monster) and the Babylonian *Absu* and his children, as depicted in certain versions of Hammurabi's texts, offer more examples.

Classic renderings of Tindalosians are found in the tales of the Wild Hunt, where a pack of spectral hounds pursue people deserving of destruction. In Norse mythology, this was also known as Odin's Hunt, where Odin would ride a steed accompanied by hounds to chase down disembodied spirits of evil. In later ages, Odin was replaced by such personages as Charlemagne, King Arthur, and other famous individuals. The Hunt has gone by various

names, from the Raging Host of Germany, Mesnée d'Hellequin of France, Cain's Hunt, and more. In actuality, the image of a human *leading* the hounds is the total opposite of what the Wild Hunt truly represents. The hounds were the masters of the hunt, and would chase down the spirits of mankind to consume them, often symbolized as the doomed Norse gods. The sages of humanity changed the tales to hide the hideous truth. In Europe to this day, many who hear the baying of a hound on a stormy night dread it as an omen of death.

As mentioned under the description of the Lords of Tindalos, the most powerful of the race have been rendered as apocalyptic monsters, such as the Fenris Wolf. Within the context of the Norse myth cycle, Yggdrasil, the world tree, represents Yog-Sothoth, an arch-enemy of the Tindalosians. The symbol of the Tree is better explored through the myths of the Fall, and the possible origins of the Tindalosians.

THE DEED

The origins of these beings are shrouded in mystery. Some ancient texts claim they are the children of the entities Noth-Yidik and K'thun, but whether it is true or not, this sheds little light on their relationship with humanity.

Tindalosians are symbolized vaguely in the myth of the Fall, where the Tree, the Snake, and the Apple are symbols of a most awful mystery. These images are part of the event known as the terrible Deed from which the hounds became receptacles for cosmic foulness and decay. Whatever was the forerunner for the souls of humanity, it was somehow involved with this Deed, but only partially participated. It emerged for the most part "clean." This cleanness is something for which the hounds hate humanity. They are thereby driven to consume the souls of humanity, but a dimensional barrier protects humanity from their vampiric lust—as a result of the Deed, the hounds must evolve from the angles of time, while humanity evolves from its curves.

One small elaboration on this myth is found in an interpretation of the *Black Book of Alsophocus,* which details the history and powers of the Shining Trapezohedron. It links the cursed crystal to the symbol of the Apple from the Tree of Knowledge, the Tindalosians as the Snake, and the Tree to Yog-Sothoth.

The Shining Trapezohedron is a connection to the Haunter of the Dark, the possessor of all knowledge. The Haunter is also known as the Destroyer of Worlds. Through its gifts, it has seduced and corrupted such races as the mi-go and the nioth-korghai. The Tindalosians also fell for the Haunter's sweet promises of power, and essentially became soul-devourers. For its part in the Deed, humanity had the seeds of vampirism implanted as their "stain." Some believe this stain is what keeps the Tindalosians and humans linked; otherwise the hounds could not use the human soul as a key to this time-continuum.

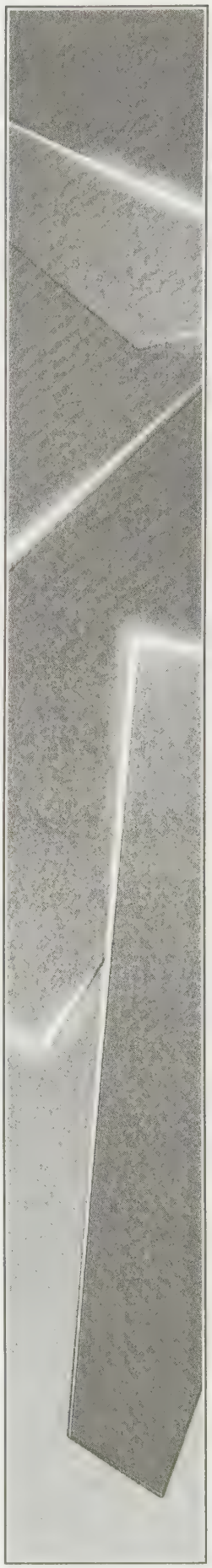
Mythos scholars wonder if one explanation for supernatural vampirism is a result of the Deed. Vampirism has often been explained as a gift of the Haunter of the Dark. Yath-Lhi is an example of vampirism granted by the Father of Bats, another name for the Haunter. Tindalosians are in essence the ultimate vampires, desiring to consume body and soul. In a rare parchment thought to be a portion of the *Book of Nod,* the Mark of Cain is drawn as the Tyndalon, a symbol of the Tindalosian Lords.

Another odd Biblical connection is seen in the reports of a man and woman who are often involved in cases of Tindalosian intrusion. Some occultists believe these two are archetypal representations of Adam and Eve, doomed to relive the Deed again and again. One recent example is that of Thomas Granville, who was tempted by a mysterious woman with promises of secret knowledge through the use of drugs. The analogy to Eve offering the Apple is obvious. The man is reported to repeat the same actions over and over again, although under different names and places—the mysterious woman's "uncle" and Halpin Chalmers were connected in this pattern. Were they somehow linked with the proposed Adam archetype? Of course, some scholars claim all this is apocryphal.

Interacting with Tindalosians

Although rare, Tindalosian attacks happen. Needing a human mind to open a portal for them, they must wait until someone comes through the barrier. Not many people have access to Liao or have experience in transcendental time travel techniques. Anyone journeying to the time before the earth formed from primordial cosmic gases may be detected by Tindalosians, for there the gates to their world are open. This can occur from using a Time Gate, transcendental time-travel, the use of drugs like Liao, or being near an area that has weak dimensional barriers, such as the Bermuda Triangle. Those with psychic powers are in danger, for their powers give off a more powerful "scent" than normal minds.

One accidental and dangerous method is the use of psychoactive drugs in a particular combination, as was explained by the mysterious woman to Thomas Granville. However, without the knowledge of how to combine these drugs, it is very rare to find this combination, and rarer for the user to know how to project his or her mind back in time. However, if a hound is already in our space-time continuum, or the



user is in an area with weak dimensional barriers, he or she is in dire peril.

Methods of contacting these foul beings have been transcribed within ancient tomes, including the *Necronomicon,* the *Seven Cryptical Books of Hsan,* the *Mysteries of the Worm,* and others. More enlightened scholars realize the "Contact" spells are actually warnings on what *not* to do when experimenting with methods of soul-journeying and transcendental time-travel . . . the Contact spell occurs because one botches up. Foolish dabblers in the occult often see these notes as rituals for summoning a "demon" to bargain with, which can be contained in a mystic circle. Woe unto them.

Using spheres and circles of protection can block a hound from getting to its prey. However, it is unclear how long the hound will wait before it gives up. After all, they are immortal, and the thought of feasting on a soul is one of its core reasons for existing.

THE DOOMED

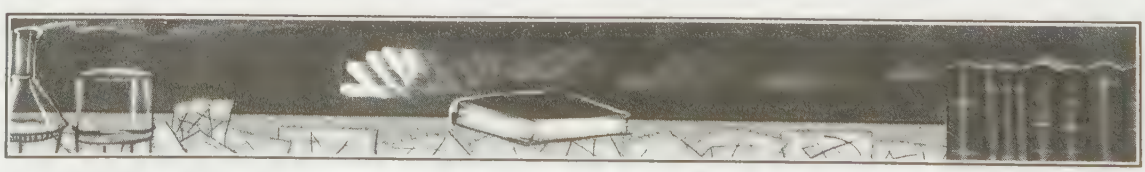
As incredible as it may seem, the Tindalosians occasionally have humans worshipping them. For the most part they are insane, suicidal individuals. Mythos experts have termed such followers "The Doomed."

The ancient historian Herodotus described the rituals of an abhorred southern Balkan tribe of Dacians. The warriors would smoke a powerful drug, and for the next month symbolically transform themselves into wolves. They would cut strange angular marks on their arms. They would then sacrifice one of their number to the wolf god Thandalos at the end of the month.

A more amazing example is that of Romulus and Remus. The symbol of the wolf is indeed that of Mh'ithrha, a Lord of Tindalos. In that age, the dimensional barriers were weak around the Tiber River. This is where the twins survived the drowning attempt by their father. Romulus was gifted with psychic powers, and the Tindalosian Lord made contact with him. The infant became one of its servants. Romulus grew up to build Rome, but its foundations included the blood of his brother and father, the abduction and rape of women from neighboring tribes, and human sacrifices to his patron gods. The hills of Rome rested within the area of the weakened dimensional barriers. The evil emanations from Tindalos helped corrupt the civilization into decadence. Romulus was eventually consumed by the Tindalosians, as is evident from the legend of how a mist sprung about him one day and he was never seen again. Julius Proculus claimed Romulus was taken by the gods to be one with them; in fact this was true, but he was one with their bellies.

In the 1890s, Joan Bayldon committed a series of murders in an unsuccessful attempt to appease the Tindalosians after realizing one was coming for her (see the scenario "Signs Writ in Scarlet" in the *Sacraments of Evil* supplement). This incident illustrates a common example of humans performing sacrifices to the Tindalosians. Modern day cases of youth going on killing sprees and then committing suicide may be due to accidental brushes with Tindalosian minds after using a random combination of psychedelic drugs. Some of these youth who cut their wrists in self-destructive acts are actually carving Tyndalons, rather than acting out borderline personality disorder characteristics.

Drug Analogy: from a thematic viewpoint, the hounds of Tindalos represent the horrors drugs may unleash on the individual. They are the ultimate "bad trip" consequence. One could conjecture that the damage done by LSD and similar drugs to the brain's serotonergic pathways, and which causes visual phenomena (*e.g.,* trailing effects, geometrical floating objects, movement out of the corner of the eyes, etc.), actually allows the brain to see the dark worlds of the Mythos. Thus the Apple of Knowledge may actually be the fruit of oblivion; after all, its tasting is said to have resulted in man becoming mortal and in letting death into the world. ■



The Truth Shall Set You Free

Reality and madness become indistinguishable when an investigator becomes a pawn of an Outer God.

". . . I know the value of the cold light of reason, but I also know the deep shadows that light can cast . . . the shadows that can blind men to the truth!"

— Professor Mark O'Brien, from Jacques Tourneur's *Night of the Demon.*

This scenario is dedicated to Philip K. Dick, Montague Rhodes James, and Umberto Eco, despite the fact they had little to do with the Cthulhu canon of lore.

Dick's story themes are easily integrated into the paranoid dark world of Lovecraftian horror. Philip K. Dick had a fascination with decay and the long-term triumph of chaos over order. In his tales one finds many elements of psychosis. The stories place his readers in situations where reality is not clearly defined. M. R. James's "The Casting of the Runes" was made into a film by Tourneur entitled *Night of the Demon,* where both the story and film had a protagonist unsure of whether he was going insane, or had truly become the victim of malign occult forces. Eco's novels *The Name of the Rose* and *Foucault's Pendulum* are tales that deal with the pursuit of the truth, and how mutable so-called truth and reality can be.

In this scenario, one player character develops atypical schizophrenia. If the keeper is careful, the players will not realize it for a long time. Due to the investigators' usual pursuit of eldritch horror, the delusions that will lead them on a chase for fictional villains may not seem out of the ordinary for a typical *Call of Cthulhu* scenario. In the end, the players need to figure out a way to get the affected investigator to psychiatric help, before he endangers all the others.

However, even paranoids have enemies. The investigation into the mysteries of this adventure may attract the attention of various foes, ranging from mundane gangsters to Mythos-worshipping cults.

The first part of this scenario is best run as an ongoing sub-plot through other adventures.

The keeper chooses which investigator is to be afflicted with schizophrenia. Make sure a good-natured player runs the character, as this scenario may not be to every player's taste. If the keeper doesn't have the stomach for it, he can use a non-player character who is a well-trusted friend to the investigators to fill the role. For the sake of simplicity, the character is usually referred to as "he," but neither sex is immune to insanity.

The scenario is set in present day New York City, but with keeper modifications any major city in North America or Europe will do. The chosen player character should have been born wherever the scenario occurs.

The Plot

A chosen investigator, who will be referred to as the *Afflicted,* will slowly descend into madness. At all times, he will believe himself to be working in the best interests of humanity to save it from evil.

Unknown to the Afflicted and even to most of his relatives, there is a family history of schizophrenia. The Afflicted's Uncle Benjamin suffered from it. Uncle Benjamin died when the Afflicted was five years old. He was told that Uncle Benjamin was psychic, and often prophesied the future. That is a cover story. The family has kept Benjamin's illness a dark, closeted secret.

The Afflicted also has forgotten all the odd magazines he used to read as a child, including comic books. These stories make up the major content of the delusions gradually forming in the Afflicted's mind. The Afflicted's visions of Ragniir and Dimensia Six (see below) are drawn from childhood memories of an old comic book titled *Captain Destiny.* (Ragniir and Dimensia Six are actually based on an episode of a 1960s *Spider-Man* television cartoon, wherein Spidey faced the supervillain Infinata.) The Afflicted's course of illness is described below in greater detail.

The major stress that sends the Afflicted onto the path of madness is the reading of the blasphemous tome *Ye Naked Truths.* It is a heretical text that describes the rending of the veils of illusion. After reading the book, the Afflicted develops a psychosis. The shock of the material is so great that the Afflicted represses all memories of the knowledge he absorbed, which includes spells invoking the powers of Daoloth. Unknown to himself, he has become a Chosen of the Render of the Veils.

Seemingly recovered, the Afflicted has a new feeling of oddness about the world. Eventually this leads to a conviction that the visible world is actually false, a hallucination meant to cover up the true reality, which is a post-apocalyptic world ruled by the demon *Ragniir* and his devilish servants, the *dwellers of decay.* He believes it is his family's latent ability for psychic prophecy that accounts for his perception of the truth, while other non-gifted people have been fooled by the veils of illusion.

A hallucinatory Mysterious Friend, acting like a "Deep Throat" informant, appears and tempts the Afflicted into acting upon the delusions. It suggests that the Afflicted start a diet, which results in the Afflicted guessing that he is avoiding the hallucinogenic substances contained in most foods, and thereby can see "reality" even more clearly.

Many old enemies, including an eighth grade teacher of the Afflicted, are now recognized as demons in disguise. Player characters who turn against the Afflicted will be perceived as being controlled by the demonic dwellers of decay.

Eventually, to expose the truth and to prove his claims, the Afflicted begins to gather those he can convince of his mission. The Afflicted and his new cult may perform the spell Light of Sacred Truth to attempt to free the minds of all. However, the spell will unleash a manifestation of Daoloth, whose appearance, unfortunately, brings general disaster.

This adventure is mostly free form. The keeper decides how and when to integrate the elements. Certain locations are mentioned, but keepers must decide which ones are relevant and create maps for them. The main action in the scenario occurs when

Presenting Psychosis

Keepers may inflict a psychotic condition on a player character without letting anyone know that the investigator has gone insane. Madness is often subtle and insidious, especially in psychotic conditions of delusional disorders, schizophrenia, etc., until the illness progresses so far that outsiders cannot mistake the disorder. In a universe of Cthulhoid activity, other player characters may, for an entire campaign, take seriously a character who is developing a delusional disorder!

The key is to use skill rolls. The affected character will misinterpret stimuli and be fed odd ideas by the keeper. At first these ideas should be minor. They slowly grow in intensity, until suddenly the character realizes, "It's all real!" At that point, only the keeper knows the player character is psychotic. For examples, see further below. Although this technique can be applied to many mental conditions, psychotic illness is best suited for creating the most chaos and doubt in a game.

A player may eventually begin to believe that his or her character is not sane, but the player character is not so lucky. For example, the keeper says that a player's character is convinced that his friend is about to pull out a gun and shoot him, as the character realizes the friend is a Martian. The player decides that the character does nothing. Knowing the character would be freaked out for not trying to defend himself, the keeper says the character loses 1/1D4 SAN for standing there ignoring what seems to be a Martian about to fire a ray gun!

A victory goal for such scenarios is to get psychiatric help for the character. Complicating things for the character will be damage to his Credit Rating and credibility as a citizen, as people stigmatize the Afflicted for his illness.

Simulating Psychotic Symptoms

The keeper can start engendering paranoia by getting into the habit of handing out slips of paper with messages, or by taking players out of the room for private communications. This allows the process to unfold correctly. In theory keepers should be doing this anyway, whenever the player characters split up.

The keeper should not have a character experience many unrelated symptoms, but rather weave them together to form a coherent madness. For example, a character feels that (1) thoughts are being plucked out of his head, that (2) he hears whispers in the background of conversations, and (3) that he is convinced there is evidence that Martians are invading. Obviously, the Martians are using their telepathic ray beams to suck information from the character's head, and he can hear the Martians talking about him while they are doing it.

The following entries connect skill rolls and various symptoms. The Afflicted experiences the relevant psychiatric symptoms whether or not the roll succeeds—a failure only indicates that his symptoms may be getting worse (i.e.,

Presenting Psychosis (contd.)

progressing from minor to moderate, or from moderate to major).

IDEA ROLLS

Minor Symptoms: "The landlord still hasn't come to fix the sink. Maybe he hates me. Maybe he hates me because of my name" (paranoid ideation).

Moderate Symptoms: "The man in the hat is reading a book on witchcraft. Perhaps he is a witch. Perhaps he is a witch who has been cursing me" (ideas of reference).

Major Symptoms: "People can read my thoughts" (thought broadcasting).

KNOWLEDGE ROLLS

Minor Symptoms: "People who eat meat are more violent than vegetarians" (delusions).

Moderate Symptoms: "If a man shakes hands with his palm downwards, that may indicate he is a Venusian" (bizarre delusions).

Major Symptoms: "Anyone wearing a purple shirt is obviously an alien posing as a human. Only Venusians wear purple shirts" (bizarre delusions).

LISTEN ROLLS

Minor Symptoms: "Is that creaking sound upstairs an animal? Sounds like a man. No, how can that be? But it sounds like a man" (auditory misperception with paranoid ideation).

Moderate Symptoms: "Where is that whispering coming from? It sounds something like a chant—but it vanishes when it's quiet. I must try to tape record those whispers, to see what is happening" (auditory illusion).

Major Symptoms: *We are watching you.* "What? Who is that?" *You know.* "Who?" *Ha ha ha haaaa.* "Go away!" *Never* (auditory hallucination).

SPOT HIDDEN ROLLS

Minor Symptoms: "Those people on the bus keep staring at me. Why do they keep staring at me? Maybe they're just looking around, but still . . . " (paranoid ideation).

Moderate Symptoms: "That person on the bus is following me. I am sure he got off the bus with me. He looks exactly like the guy who got off the bus with me yesterday when I went to look up some books at the library" (delusion of reference).

Major Symptoms: "That man has fangs and a tail" (visual illusions or hallucinations). "Wow, that guy is like a ghost, leaving a trail of afterimages" (hallucinogen-induced perceptual disorder [likely LSD]).

POW x5 ROLLS

Minor Symptoms: free-floating anxiety. (premorbid symptoms of psychosis and anxiety disorders).

Moderate Symptoms: a strange feeling of "unreality," as if one was a phantom walking through reality (depersonalization).

Major Symptoms: a sensation of snakes crawling through one's abdomen (somatic hallucination, usually from epilepsy or drug use).

OTHER CHARACTERS' EXPERIENCES OF THE AFFLICTED

As the illness progresses, the keeper can secretly pass on information to other players regarding the Afflicted. Although he might notice it, the character who is ill probably hasn't a clue what they are talking about, especially since the keeper will be telling him that the other characters are wrong! A few examples follow.

Mild/Early Symptoms: the afflicted acts suspiciously. He is secretive. He also has labile moods, or is apathetic at times. He is distractible.

Moderate Symptoms: the Afflicted acts in a very suspicious manner, and often avoids contact with others. He has developed some weird mannerisms, and sometimes either laughs to himself or has a huge grin plastered on his face, no matter what the situation. His moods are often blunted. He may have bouts of eating or starvation, and may drink huge amounts of water.

Major/Late Symptoms: the Afflicted is clearly paranoid. He may enter strange postures and other catatonic states. He may perseverate his speech (say the same thing over and over), or there may be a poverty of content (*e.g.,* speaking in single words—"yes, no, maybe"). He responds to or talks with invisible people; the mood is inappropriate to the conversation at hand. He may be suicidal or homicidal.

Ye Naked Truths (La Verita Scoperta)

Three copies of the book are known to exist. One is in English. For their locations, see section 8, *"Ye Naked Truths,"* under "Routes of Investigation."

The Afflicted was destined to read the English copy. The keeper can have it appear anywhere, such as a dusty old bookshop, antique store, etc. If the keeper is running the scenario "The Wild Hunt," the book can be found in Chalmers's trunk: he obtained the book and the Tesseract Box in China. In the "Coming of Age" scenario, it can show up during a library search into the Starry Wisdom cult.

The English copy is a thin volume bound in cracked red leather with parchment pages. The language is awkward enough to require a Read English roll to comprehend. Numerous pages display diagrams or strange geometric designs.

The title page indicates this is a translation from an earlier version written by a priest named Renaldo Sinibaldo. It warns that its pages contain knowledge that reveals the truth behind existence, and that this knowledge is not for the faint of heart. The English translation is dated 1545 A.D. (the original text was written in 1315 A.D.).

The text is a treatise of Gnostic and pagan beliefs. It describes an ultimate and transcendent god, who is beyond all created universes and yet who created nothing except as a by-product of his own existence. This god's emanations brought forth the substance of all there is in all the worlds, visible and invisible. (The book does not give this god a name, but it is Azathoth.)

The book also describes entities known as Aeons. These intermediate godlike beings exist between the True God and our world. The Sacred Light, a force that became the keeper of the material and psychic cosmos, represents one of these beings. The book details the reality of chaos, and shows that the structured world is but a mass illusion endorsed by frightened people. A spiritual force called the Sacred Light can be summoned to illuminate the unenlightened and dispel falsehood. (The book does not contain the name Daoloth, but the Sacred Light is a manifestation of this Outer God.) Ways of bringing the Truth—magical means of manifesting the Sacred Light—are also described within the book. Life, death, love, reality, and illusion are all equated as being nothing in the great scheme of things. *Sanity loss 1D3/1D10; Cthulhu Mythos +6 percentiles; 2D3 weeks to read/4D3 hours to skim.* Spells: Light of Sacred Truth (a modified Call/Dismiss Daoloth spell), Bestow Glimpse of Truth (a modified Mindblast spell), and Illuminate Unbelievers (a modified Send Dreams spell).

The Latin copy is similar to the English, but goes into more detail. *Sanity loss 1D4/1D10+2, Cthulhu Mythos +9 percentiles.* Spells: As per the English version, plus Summon the Demi-Urge (Call/Dismiss Azathoth).

the Mysterious Friend begins to visit the Afflicted. Magical and physical dangers can come from a variety of sources—the nefarious Dr. Knightsbridge attempting to gain Mythos secrets for the Templars; John Grant and his thugs deciding to rub out the Afflicted for spying on them; Tolkien dispatching a private investigator to rough up the investigators; the Order of the Sword of Saint Jerome coming to stamp out the heretical cult of the Sacred Light; and so forth.

The keeper must present the situations soberly. After all, the investigators have likely tangled with otherworldly beings before. Once they realize that the Afflicted is psychotic, they may find it difficult to get help for their friend. The Afflicted may not yet be dangerous enough to legally be committed against his will, or may pretend to take medications while actually spitting them out. (No one will trick him into taking those hallucinogens of Ragniir!)

Even after treatment, the Afflicted may relapse from further Sanity loss, and head back down the path to unleashing the spell Light of Sacred Truth in order to defeat the arch-demon Ragniir.

The keeper can introduce the scenario at any time. All that it requires is finding the sinister tome *Ye Naked Truths.* After that, the keeper can decide on the rate of the Afflicted's descent into madness, outlined below. Introduce the events slowly, until the Mysterious Friend shows up. After that, it may be a race to prevent the Afflicted from showing "the Truth" to as many as he can.

Give the Afflicted strong reinforcement all along the way—he should seem to be the only one who really knows what is going on. His mission is to save the world, after all!

As the Afflicted becomes more determined, other investigators may choose to side with or against him. It is possible that the investigators will believe their friend, and eventually join with him to summon Daoloth. If, on the other hand, the investigators

decide to kill the Afflicted in order to stop him, they should face severe penalties (2D3+2 Sanity point loss for killing a friend, a police investigation, and possible retribution by Daoloth himself). In any case, different avenues and routes of investigation will crop up as events progress.

The keeper needs a subtle way to have the Afflicted be the one who reads *Ye Naked Truths*, if he does not take the book. For example, if another investigator reads it, the keeper can roll some dice and announce that it is too complex for the investigator to understand. The Afflicted, after another dice roll, seems to be the only one who can. *Deus ex machina,* with Mythos gods as malevolent string-pullers? Yes. Remember that the character is not only the Afflicted, but the Chosen of Daoloth; forces in existence since before Earth even formed have plotted out that at this time and place, the chosen investigator was to read this book. For more details of this accursed tome, see the boxed text on the opposite page.

The Course of Madness

As an option, the keeper may have the player character destined to become the Afflicted experience some minor paranoia. Most people who develop schizophrenia have a premorbid personality, evident by odd behaviors people attribute to eccentricity.

Such minor paranoia can consist of the character occasionally noticing people seemingly staring at him; when in a crowd, mishearing someone calling out his name when in fact they are calling out something else; having nightmares he can't remember; etc.

In all cases, such manifestations should be very mild. The investigator still knows the difference between fantasy and reality, and easily dismisses these events. Other characters will not notice much at all, except that the pre-Afflicted is a bit jumpy—but aren't most Mythos investigators?

Reading *Ye Naked Truths*

When the Afflicted finally reads *Ye Naked Truths,* he should be alone. As it will take some time to read, there will be an evening when he is alone with the book. This moment is when the Afflicted will be overwhelmed with horror at what he reads. This terror is the stress that is needed to unmask and release the character's latent schizophrenic illness.

The Path of Insanity

Before Reading the Book: a scenario or two may be run to allow the keeper to seed the game with paranoia.

Reading the Book: the Afflicted becomes the Chosen of Daoloth. This takes place over a couple of days.

Shortly after Reading the Book: a few days or weeks of minor psychotic symptoms are experienced by the Afflicted.

Early Symptoms: the Afflicted begins to have more intense symptoms for the next couple of months. He becomes convinced that he has developed psychic powers. The keeper may run a short scenario before the next stage.

Later Symptoms: over a few days to a week, the Afflicted encounters the Mysterious Friend, who instructs him to start the Diet for the Deranged. This leads quickly to the Mysterious Friend explaining the evils of Dimensia Six, and outlining a possible plan to save the earth.

Latest Stages: responding to his hallucinations and delusions, the Afflicted will likely try to kill individuals from his past whom he now considers demons. With the help of the Mysterious Friend, the Afflicted will also attempt to gather followers to challenge the forces of Dimensia Six. In fact, he will be forming a cult dedicated to Daoloth, and will use the followers to try to summon the Outer God to Earth. How long this takes is up to the individual keeper.

The Templars: this group will not become involved until the Afflicted goes to the ISP (Institute of Scientific Parapsychology—see further below). This will likely occur when the Afflicted is starting to believe he has psychic abilities.

The Order of the Sword of Saint Jerome: this group becomes involved if the Afflicted's cult grows large enough to notice, or if someone begins inquiring about the book *Ye Naked Truths.*

The Afflicted's latent schizophrenia allows him to completely understand the deeper mysteries of the book. The words practically leap off the page and lodge with stark clarity in the Afflicted's mind. Because of this, the reading time of the tome is only a few days rather than weeks, and the

Afflicted suffers maximum Sanity loss for the book—10 points. The keeper can roll some dice, and shake his head sadly if wanting to make it appear a random loss. The keeper informs the Afflicted that he has gone into a catatonic state.

In fact, the following has happened—the Afflicted has learned about the Render of the Veils, and has absorbed the spells Bestow Glimpse of Truth, Illuminate Unbelievers, and Light of Sacred Truth (for them, see the descriptions near the end of the scenario). However, the shock of all this new knowledge was so great that he has repressed this information into his unconscious. The Afflicted has no idea what he has learned. He has the impression that he learned nothing from the book.

The Afflicted recovers in 1D3 days. If others find him in the meantime, they see that he has torn up *Ye Naked Truths* and has eaten most of the pages. If the Afflicted is not found by others but wakes up alone, he finds that all the pages of the book have been torn out by somebody. . . .

The Afflicted may go to a doctor for a check-up after the experience, due to the effects of lying around in a catatonic state with nothing to eat but an old moldy book. Finding nothing wrong, the doctor suggests that the Afflicted take things easy for a while. The doctor firmly advises against doing anything stressful. He will make a referral to a psychiatrist if the Afflicted wishes, since his patient seems to have had a frightful shock. (If this is pursued, see "Psychiatric Help" under "Routes of Investigation").

The Afflicted seems back to normal for the next few weeks or more.

SHORTLY AFTER READING THE BOOK

After a few days, the Afflicted starts to notice that things are a bit odd. Via Idea rolls, the keeper can feed this to the Afflicted. As before he read the book, he still notices some people staring at him, or thinks he is being laughed at when he hears someone giggle, and so on, but it is a bit more frequent. Sometimes in the morning, with a failed roll of CON x5 or less, he feels somehow "insubstantial" for a few minutes. At other moments during the day, with a failed POW x5 roll, he gets the impression of viewing the world as if it was a painted backdrop. He now experiences *déjà vu* a few times a week. The Afflicted otherwise is functional, and able to maintain his occupation.

EARLY SYMPTOMS

Once the keeper moves the Afflicted into the next phase, however, the investigators may start to wonder what is going on. Now the Afflicted experiences weird phenomena. The keeper can run another short scenario during this time, such as from *Secrets* or *Last Rites.* Keepers can also weave in a side adventure from Dr. Knightsbridge's foul doings (see "Psychic Research" on page 95). The ISP, a paranormal research branch of NYU (see "Psychic Research"), is a good springboard for paranormal investigations.

Voices on the Telephone: the Afflicted starts to notice that whenever he speaks on a telephone that there is some background static. With a successful Listen roll, he can sometimes make out actual whispering, although he can't quite make out what is being said. After a few weeks, he may be able to catch snatches of actual words, such as "He may be on to us." "Oh, he can't stop us, he is nothing but human scum." "Soon it will be too late," as well as evil laughter. The Afflicted may try to tape-record these messages, to the point of staying home for hours, hoping to catch a phrase or a sentence. He never manages to do so. If he plays these tapes backward, a successful Listen roll identifies such mumbled words as ". . . Join us!" Others who listen to the tapes cannot comprehend these sounds or words.

The Watchers: with successful Spot Hidden rolls, the Afflicted notices that people are watching him. These Watchers are dressed in black, wear thick goggle-like glasses, and never smile. The Watchers appear only in crowds or other inconvenient locations that do not allow the Afflicted to get close enough to see them clearly. The Afflicted may give chase, with the Watcher appearing to hightail it into a dead end; however, they always seem to vanish without a trace.

Images of Death: with successful POW x5 rolls, the Afflicted starts seeing strange things out of the corner of his eye. These images usually appear in mirrors or reflective glass in walls and doors, and only for a split-second. The images are those of decaying corpses lying strewn about the area. ***Example:*** *as the Afflicted closes a closet in his bedroom, he sees in the mirror on the door a decaying, mutilated corpse lying in bloody bed sheets on the Afflicted's bed. Spinning around to look shows there is nothing there. The keeper may decide to have the Afflicted make a SAN roll on occasion.*

Prophecy I: the Afflicted's memory begins to play tricks. Now and then certain events during the day are viewed as having happened in a dream. Of course, if he writes down his dreams every night, or actively tries to recall them upon waking, events can progress to "Prophecy II," below. Keepers should have the Afflicted make POW x5 rolls during interesting events (for example, see a car accident, hear about a plane crash, etc.), and have the Afflicted remember the dream in retrospect, with successful rolls.

Prophecy II: keepers can give any image they want to include in the Afflicted's dreams (also, see "Dreams and Nightmares," below). When an event occurs which the Afflicted believes he foresaw, the keeper should work in the image subtly in a way that leaves investigators wondering. ***Example:*** *the Afflicted dreams of flocks of sheep heading off to a slaughterhouse. The next day, the Afflicted witnesses a three-car pileup requiring ambulances. The keeper decides to mention that the accident occurred in front of the Wool Sweater Warehouse. Leave the rest to the poor investigators. These weird connections of dream prophecies and "real" events are due to the influence of Daoloth.*

Dreams and Nightmares: the Afflicted starts having nightmares. There are the strange dreams of the keeper's design, meant to fit with the "Prophecy II" symptoms described above. However, the Afflicted begins to have truly bizarre and lucid dreams. The contents of these dreams are formed by the resurfacing memories of the contents of *Ye Naked Truths*. They take the symbolic form of an old comic book series remembered from the Afflicted's childhood. There are three dreams the keeper can decide to hand out when he feels they can move the plot along; these lay the groundwork for even more severe symptoms to come. (See *Truth Papers #1–3,* nearby.) Keepers should not let the Afflicted's player retain the dream handouts. After he reads one, he must give it back. Let his character "wake

The Chosen of Daoloth

Keepers may worry about how to keep the Afflicted alive through other scenarios until getting to the meat of this adventure. After all, the Afflicted may be part of other investigations before the Mysterious Friend appears. The following are offered as options:

1) The Afflicted is a Chosen of Daoloth, and thus will receive supernatural aid from the Outer God, as befits one of its high priests.

   The Chosen has the Mark of Daoloth upon him. This is an invisible aura that Mythos beings and their worshippers can recognize. It can be picked up with Kirlian photography and electromagnetic radiation (EMR) measuring devices. Servitors will not wish to incur the wrath of an Outer God, and will flee rather than harm the Chosen. If pressed, they attempt to attack the Chosen last, and only to wound. Major independent races, Great Old Ones, and other Outer Gods do not care about the mark, and will do whatever they wish with the Chosen.

   Attuned to the True Cosmos, the Chosen's Luck roll succeeds unless the player rolls 96 or higher.

   Every month his psychosis is untreated, the Chosen gains 1 POW up to a maximum of 24. This POW increase vanishes if the Chosen becomes sane again.

   If the Chosen has a representation-object of Daoloth (obtainable later in this scenario, or perhaps the Tesseract Box from "The Wild Hunt" scenario), the Outer God will bestow help in the form of dimensional shamblers. Two of them guard the Chosen at all times, invisibly watching from a parallel dimension. They will phase into this reality to defend the Chosen from harm. The Afflicted and anyone else who has been hit with Bestow Glimpse of Truth will see the creatures as tall, well-muscled human males; others will see the dimensional shamblers as monstrous things. The Mysterious Friend explains that she has some allies shadowing the Afflicted to act as bodyguards.

2) Just because the Afflicted needs to be alive doesn't mean he has to be whole. Instead of dying, perhaps he is horribly maimed, or ends up in a coma. Being in a coma, the Afflicted can have an entire dream experience where he still encounters everything that will be described under the course of illness. When he wakes up, he is at the stage of being ready to Save the Earth (see below)! He will think he has only been sleeping an evening, and anyone telling him otherwise is probably one of *Them.*

3) If the Afflicted has made contact with Dr. Knightsbridge, the Templar lord may resurrect the Afflicted if he dies. After all, Knightsbridge will know the Afflicted is a conduit to great mystic forces, possibly ones Knightsbridge can exploit.

4) It is only important to keep the Afflicted alive long enough to have him get a few converts to the cause, and begin the Bringers of the Sacred Light. After he passes on the spells to his followers, the task Daoloth prescribed for him ends. The keeper can have the cult flourish like a cancer. If the Afflicted then dies, the scenario can still continue without a hitch.

Truth Papers #1

A Dream

You wake up suddenly in bed. A hellish crimson light pours in from a window in your room. A monstrous shape suddenly shadows the windowpane. You are paralyzed with fear, unable to move. Two inhuman frog-like eyes are pressed against the window, staring into your soul. The window begins to shake—then shatters into a million fragments as the thing oozes its way into your room. It croaks in an unearthly voice, "Ssslay thyssself now, for thou cannot hope to ssstop usss. . . ." It begins to ooze onto the bed, and starts to spread over your body. Parts of the thing seem to enter into the pores of your skin—your nostrils . . . your mouth—it begins to cover your face! You can't breathe! You are dying!

You awake to find yourself lying on the floor, the covers of your bed wrapped around your head as a result of the fall you had.

up" and decide if he wishes to write down any details before his memories of events fade. After all, these are dreams!

During this time, the Afflicted may suspect (successful Idea roll) that he is a developing clairvoyant. He recalls that late Uncle Benjamin was a psychic, so perhaps he is developing "second sight" as well. For further details, see "The Afflicted's Family History" under "Routes of Investigation."

Another successful Idea roll suggests that being in a comatose state for a few days may have promoted the ability's growth (as in *The Dead Zone*).

This should lead to the Afflicted and his investigator associates seeking advice from those who research the area, such as the Institute of Scientific Parapsychology (ISP) at New York University (NYU). See "Psychic Research" in "Routes of Investigation." The keeper can have any player attempt a Know roll to recall reading about the ISP. If an investigator is associated with NYU, he or she may have met ISP staff and thus can have the Afflicted seen almost immediately by the researchers there.

LATER SYMPTOMS

The early symptoms continue. The keeper can space them more frequently and have them be of greater intensity. But now new and very important developments happen very close together. Within a week the introduction of the Mysterious Friend occurs, followed by the Diet for the Deranged, leading to the revelation of the Dimensia Six invasion. By then, the Afflicted may be responding to his psychosis in such a way that violence will be easy for him.

Truth Papers #2

Another Dream

You are walking through the city to go home. As you walk, the buildings around you begin to shake. They start to crumble as monstrous structures seem to burst forth from the towers of stone and metal—horrifying structures made of bone and stretched tattered skins. As you avert your gaze to look away from the skeletal skyscrapers, you see the ground you are walking on is covered with decomposing corpses, as far as the streets stretch. You trip over one in shock, landing in a pool of gore.

You are whisked out of the muck by scaly talons of toad-like things that begin to drag you through the streets. In the distance you see a red glow coming from a monolithic carving of a clawed hand. The things drag you up the sides of the structure to its palm. They throw you in front of a figure cloaked by shadows.

Unfortunately, it doesn't stay cloaked . . . it strides toward you.

It is a tall, thin apparition of evil incarnate. It looks vaguely like an anorexic lobster-like humanoid, dressed in a dark cloak that ripples as if touched by spectral unseen winds. Its head is horned. A single pitch-black space, its eye, stares at your form. Its mouth is fanged, and drips a green ichor. It utters a bone-chilling laugh.

You notice yourself starting to sink into the floor, as if you were drowning in quicksand! You start fighting and thrashing around, but you continue to sink.

You awaken, having torn a pillow to shreds. Its stuffing settles around the room.

This part can be played alone with the keeper and the Afflicted as a solo prologue to the adventure, where the Afflicted is out of touch with his associates for a week. However, the other investigators can easily be around while this is all occurring.

The Mysterious Friend

The Mysterious Friend appears when the keeper decides to turn the psychosis side-plot into the focus of the adventure.

The Mysterious Friend is nothing but a hallucination from the Afflicted's mind. The Mysterious Friend becomes the Afflicted's staunchest ally against the forces of evil. The Afflicted will always feel that he can trust the Mysterious Friend: Psychology rolls, etc., always indicate to the Afflicted that the Mysterious Friend is on the up and up and wants to help.

The Mysterious Friend can be any sex, any age, any race the keeper wishes. If the keeper knows the investigator often falls for the opposite sex, the keeper should make the Mysterious Friend that. (For some extra vicious fun, the keeper could try to develop a love affair between the Mysterious Friend and the Afflicted.) For ease of reading, the Mysterious Friend will be given female gender.

The Mysterious Friend's mission is to help the Afflicted to fully see the "Truth." She tells him how to clear his mind by eating a special diet (see below). She takes the Afflicted on a tour of Dimensia Six. As time goes on, she will teach the Afflicted ways to combat the evil forces of Ragniir by getting others to "see the Truth," and thereby banish the demon.

What is really happening: the Mysterious Friend is helping bring back repressed memories from *Ye Naked Truths*. The Ragniir delusion is acting as a screen, as it is not as horrible as the reality of Daoloth. The Mysterious Friend's "teachings" of spells is just the Afflicted recalling them from his own memory, but experiencing them as if learning the spells for the first time from his mysterious ally.

The Mysterious Friend appears first when the Afflicted is alone. She steps out of the shadows and introduces herself. Since she has all the memories of the Afflicted, the Mysterious Friend can say anything that makes sense—for example, the Friend heard of the Afflicted at the Institute of Scientific Parapsychology, and followed him home, etc. The essence of what she has to say is as follows (change as appropriate to the situation):

"Listen to me. We have been watching you. We do not have much time. I have come to you as I have learned you have the gift of second sight. There are only a few of us out there, battling against the forces you have begun to see. Your powers are great, greater than you know. They allowed you to get glimpses of what is happening. You need to see it all. Until then, it will be hard for you to tell whom to trust—you will find some of your closest friends turning on you. You must remain free. I will give up my life for you, if need be."

THE MYSTERIOUS FRIEND

The Afflicted probably asks numerous questions. The Mysterious Friend will explain the Diet for the Deranged (see a few paragraphs below), then leave by the door. If the Afflicted follows, there is no one on the other side by the time he gets through the door. Even if other investigators should have seen the Mysterious Friend, they didn't.

Truth Papers #3

Another Dream

You are back in the terrible world that you have dreamt of before. You know you are dreaming, but the experience is very lucid. You tell yourself you are dreaming, pinch yourself, and kick yourself—but cannot seem to wake up. You see a horde of toad-like demons come rushing from an alley. You begin to run through the devastated bone yard of the city. As the things begin to close on you, you turn, filled with the knowledge of some great secret. The horde halts as their eyes fill with fear. You call upon a great cosmic power, and light shines forth from the heavens. The demons scream as they burst into flames. You laugh, but see the one-eyed horned demon-lord regarding you from nearby. It says, "Thisss isss but a dream. I shall dessstroy you in the waking world before you can focusss sssuch power."

You wake up with a strong feeling of fear, the bed sheets soaked with perspiration.

This character will be cryptic. She can always escape from the Afflicted if it seems warranted. She will always try to be absent if "unenlightened" characters are present. The Afflicted may spot the Mysterious Friend waving to him from a crowd to meet in private. No one else ever sees or hears the Mysterious Friend, unless they are "enlightened"—i.e., under the influence of the spells Bestow Glimpse of Truth or Illuminate Unbelievers. These spells allow others to see, hear, and interact with the Mysterious Friend. (See "The Mysterious Friend" on page 99 and "New Spells" on page 115.)

As the Afflicted becomes more ill, the Mysterious Friend may decide to talk to the investigators. (She may require the Afflicted to "enlighten" them by casting Illuminate Unbelievers and/or Bestow Glimpse of Truth on them first.) The keeper should run the meeting as if it was all really occurring. After the conversation, tell any "unenlightened" investigators it appeared as if the Afflicted was talking to somebody invisible! (If some investigator succeeds in an Occult roll, they surmise that the Mysterious Friend may actually be a spirit familiar, often claimed as the source of information for a clairvoyant—the Afflicted will *know* this must be the case if/when confronted with his friend's invisibility.)

THE MYSTERIOUS FRIEND

If the Afflicted tries to attack the Mysterious Friend, the keeper can play out the battle, but the damage is only in the Afflicted's mind—at worst, he suffers bruises from flailing around and bumping into furniture. If the Afflicted kills the Mysterious Friend, another shortly appears. Keepers should alter the gender, age, and background story, and continue the Mysterious Friend's mission.

A DIET FOR THE DERANGED

As mentioned, the Afflicted probably asks many questions of the Mysterious Friend. Regarding what the hell is going on, she will only say, "If you want answers, then continue to do what you are doing. All the food you eat and the beverages you drink have been spiked with hallucinogens. Change your diet, and wait a few days. I'll be back then."

Have the Afflicted attempt an Idea roll. Make sure that the afflicted realizes that he has not been eating properly. When he thinks about it, he has only been drinking water, and eating only some small bits of food. With all that's been going on, the Afflicted seems to have been neglecting his meals. In fact, this is a retrospective delusion. Whether or not he has been eating well, the Afflicted is convinced that he has not.

Allow the Afflicted to come up with a special diet. If he is at a loss, a few Idea rolls let him come up with a diet of boiled rain water, grass, rice, and natural honey. Recycling and purifying his own natural fluids is also an option.

After two days of this diet, the Afflicted begins to perceive things differently. The skyline often looks distorted, as if the skyscrapers were made of towering columns of bones. The Watchers now look like strange toad-like beings. The images of the dead are almost always flashing out of the corner of his vision. If watching TV or listening to the radio, the Afflicted begins to hear messages directed at him. "Obey, ssserve, and you ssshall die quickly; resssissstance shall be met with unending agonizing torture." The TV anchor-people will be cadavers, with their flesh melting off their bones; however, they still give out the news in raspy whispering voices. . . .

Other investigators partaking of the diet notice no change. Maybe they are not psychically gifted!

The keeper can have the Afflicted make Sanity rolls for minor amounts of SAN as appropriate. If he succeeds with an Idea roll, the Afflicted stays in his apartment, does not watch TV or listen to the radio, and waits for the Mysterious Friend to return.

Dimensia Six

The Afflicted has a dream on the second night of the diet. The Afflicted will not know it is a dream. He gets an early morning phone call from the Mysterious Friend to meet at a busy nightspot well known and liked by the Afflicted. This nightspot is crowded and dark, enough that the Afflicted can easily hide in the crowd. The keeper can place it anywhere he or she wishes in downtown Manhattan.

The Mysterious Friend tells the Afflicted to come alone, as one of the other investigators is definitely not on their side. "He'd sooner eat your brain than smile at you." If the Afflicted has had some conflict, including verbal sparring or simple disagreement, with a player character investigator in the past, the next time he sees him or her a Spot Hidden roll notices that his old colleague looks slightly reptilian—flaky scaly skin, greasy look, and unblinking eyes.

The Afflicted will think he has hung up the phone and gone back to sleep. Later in the morning he wakes and makes whatever plans he wishes.

The Afflicted will have to make it to the nightspot. On the way he sees many horrifying visions. These visions come and go. They usually last from a few seconds to a minute. Other investigators see nothing out of the ordinary.

CROSSING THE THRESHOLD

The Afflicted witnesses a nightmare tour of the city. Anyone traveling with (or tailing) the Afflicted sees a different view of the streets.

Many people are going about their business, oblivious to what seems to be around them. Although some buildings seem normal, others clearly do not. On his way to meet the Mysterious Friend, the Afflicted glimpses all of the following scenes.

The alleys are strewn with human bones and decaying corpses. Many structures on the street have been built out of bone and human skin. There are large pits off the sides of the street from which one can hear the wailing of the damned. Many other buildings seem to have fallen into ruin. The sky is a dark turbulent smoke color. (Other investigators see the hustle and bustle of New York.)

At one point a group of strange toad-like beings the size of bears, with sickly bluish skin, walk about on their hind legs carrying metallic whips. They seem to be herding naked humans towards the pits, and hurling them in. (Other investigators see police rousting panhandlers and homeless people off the streets.)

A short time later, another toad thing seems to be sucking the entire face off of a beautiful naked woman it has grappled. (Other investigators see a young man kissing his fiancée in front of a movie theater).

Almost at the nightspot, the Afflicted sees a terrifying structure resembling a gigantic claw-hand coming out of the ground, its scaly palm open toward the sky, its fingers curled like sinister towers. A glowing red light emanates from the top of the

palm, sending unholy shivers down the Afflicted's back. (Other investigators see the Empire State Building, a blinking red light on its tower for warning airplanes away.)

The Afflicted loses 2D3 Sanity points. As he now sees these visions quite often, the Afflicted loses the points for the experience, and no longer needs a Sanity roll for seeing the horrors of the city.

The Afflicted also may try to interfere with the demonic toads. Let him attempt an Idea roll to realize the toads seem not to have noticed the investigators. If attacked, whatever surprise advantage the Afflicted and his friends have may be forfeit—best to get more information from their new friend before planning an attack.

The Afflicted will hopefully make it to the nightspot. If he ends up in jail for attacking "toads," the Mysterious Friend visits him there.

The nightspot is busy. The Afflicted may notice, perhaps with Spot Hidden rolls, that some patrons have a reptilian look to them. The Afflicted sometimes hears screams of agony from places around the bar, and sees people being dragged out by toads. The rest of the crowd acts as if it isn't happening. (The other investigators hear only laughter which the Afflicted misinterprets as screams, and people often leave the bar.) A group of Watchers is also present at the far end of the room.

The Mysterious Friend is late. The keeper calls for a D100 roll. No matter what the Afflicted gets, he begins to sweat, feels nauseous, and wants to vomit. He makes it outside or to the washroom just in time. The Mysterious Friend appears when the Afflicted is alone. If another investigator remains with the Afflicted, the Afflicted recalls that he was supposed to come alone. If investigators covertly followed the Afflicted, he can notice them with a successful Spot Hidden roll. If he does not notice, the Mysterious Friend appears, while observing investigators can watch the Afflicted talk to himself.

If the Mysterious Friend cannot make contact, she will when the Afflicted comes home, unless another investigator stays awake all night in the Afflicted's room. Otherwise the Mysterious Friend waits for the right time.

Assuming things go well at the meeting place, the Mysterious Friend appears, holding a drink and smiling. "Glad to see you made it. Get a good look? What is going on? We've been invaded. . . ." The Mysterious Friend goes on to relate the following facts.

Another reality called Dimensia Six exists, separated from our world by the barriers that allow the coexistence of many universes.

Dimensia Six is a dark world of evil, ruled by a creature people would likely term a demon, or rather a demon-lord. It goes by the name *Ragniir.* Ragniir has a servant-race of telepathic toad demons that do its bidding. The servants are called the *dwellers of decay.*

Ragniir's ambition is to merge all realities into Dimensia Six, so that it can rule everything that lives. Dimensia Six spreads through the alternate dimensions like a cancer, slowly replacing elements and locations in the invaded worlds. Those worlds eventually cease to exist, as they are annexed into Dimensia Six.

DWELLER OF DECAY

Dimensia Six started creeping into our realty in the 1960s. The demon-slaves possessed numerous key government officials and politicians to carry on their work.

They have been dumping strange hallucinogenic substances into food and drink to cover their invasion. Coupled with the dwellers of decays' mind powers, they have been hiding behind screens of illusion. Just a few people classified as nutty survivalists remained immune. The Mysterious Friend admits that she is one of those "nuts."

Ragniir's powers derive from absorbing misery and suffering from sentient beings. It can feed off these forces only so long as the sufferers are unaware of Ragniir's existence.

To defeat Ragniir, people have to be made to see what is really going on. Then Ragniir will lose its foothold on this reality, and Dimensia Six will fade back to the Hell it crawled out of.

Ragniir's minions, cloaked as law enforcement and mental health workers, have tracked down most of the people the Mysterious Friend has tried to recruit. They have been arrested and tossed into maximum-security cellblocks or certified insane and tossed into locked-unit psychiatry wards.

The "Chosen One" (i.e., the Afflicted) was able to see without even purging himself of the vile drugs rampant in the city. At last the Chosen One may be the person who can bring forth the Sacred Light of Truth.

A PLAN TO SAVE THE EARTH!

The Mysterious Friend has suggestions for combating Ragniir's machinations, including the following:

- The demons are vulnerable to electrum. A jeweler, metalsmith, or gunsmith could hammer out, machine out, or mold swords, knives, and bullets from electrum. One can kill a demon's host body with any mundane weapon, but then the demon's essence will try to possess another poor human. Electrum stops that.

Ragnüir, Lord of Dimensia Six

- The Mysterious Friend names the individuals who are the host bodies for the key three henchmen of Ragniir and Ragniir himself; the henchdemons are John Grant, Larry Tolkien, and Malcolm Trent. Ragniir's host is Archibald Denton. All live in New York City. They are extremely dangerous. See their statistics near the end of this adventure. (These are old bullies and scoundrels from the Afflicted's past. He suppresses the memories of who they are now.)

- The Mysterious Friend tells the Afflicted secret chants which will enhance the Afflicted's psychic powers. The Afflicted learns the spells Bestow Glimpse of Truth, Illuminate Unbelievers, and Light of Sacred Truth. The Mysterious Friend tells him she has learned these spells from her dream travels, speaking with the forces of light. The Friend cannot explain more.

- The Mysterious Friend plans to try to recruit other individuals for the cause. They will need a few other followers to summon the Sacred Light to bring Ragniir down. The Mysterious Friend recommends "Bestowing Glimpses" of Dimensia Six upon some of the Afflicted's fellow investigators, to fully motivate them. Once some followers join the cause, teaching the secret chants to them will help spread the word quicker.

  She warns again that one of the investigators is already possessed by a dweller of decay. They must be careful in telling the other investigators so that the Afflicted doesn't reveal the plan to Ragniir's minions.

The Mysterious Friend now makes her exit. The keeper should periodically bring back the Mysterious Friend to help keep the Afflicted on course. The keeper also should step up the paranoia between players, and continue planting symptoms in the Afflicted. Investigators who get "Glimpses" and "Illuminations" should also start seeing Dimensia Six in their mind-blasted state and/or in their nightmares.

THE KILLING OF DEMONS

The names mentioned by the Mysterious Friend as being demon possessed are people from the Afflicted's past whom he disliked—school bullies, mean schoolteachers, etc. If the Afflicted kills them, either with mundane or electrum weapons, the Mysterious Friend soon informs him that they have reincarnated again! He will name more names from the Afflicted's childhood. The Afflicted will never recall the connection of these people with his own past. Killing people, of course, involves the law. For more, see "Routes of Investigation," especially "Demon Targets" and "Psychiatric Help."

The Bringers of the Sacred Light

The Afflicted, either alone or with the help of the Mysterious Friend, begins looking for recruits to help with the summoning. This will be done by talking to people on the streets, such as the homeless, runaway teenagers, and the like. Let the Afflicted role-play this out. Some non-player characters, given Glimpses, will believe they were touched by the divine truth, and that the Afflicted is some sort of savior. If the Afflicted is in jail or a psychiatric ward, he may start recruiting followers from there. The new recruits will continue the process without the Afflicted.

The process can also be accelerated by having the Afflicted or one of his followers (who has been taught some chants) convert an already existing cult, similar to ones like the Solar Temple, etc. Having the cult leader Illuminated will have great effects in bolstering the Bringers of the Sacred Light. The Afflicted will realize this with an Idea roll, or the Mysterious Friend can come up with it.

The cult that forms will be small, consisting mostly of the disempowered and those seeking the truth of life. The Mysterious Friend says that the group of freedom fighters the Afflicted has joined is named the Bringers of the Sacred Light. Keepers should have fun allowing the formation of this cult. They can have semi-psychotic fanatic followers join, willing to go on missions of murder for the Afflicted. Such actions make the Afflicted an accessory. If Dr. Knightsbridge has made contact with the Afflicted, he will help bolster the group with his own resources.

It is unlikely but some investigators may join, and get ready to help bring forth the Light of Sacred Truth, especially if they have been driven insane.

If the Afflicted does get treatment and is stabilized, the cult still should exist. Keepers should allow it to grow into its own entity. The members will still seek their guru, and from time to time ask the Afflicted for more knowledge.

Once the cult grows, it likely attracts the attention of the Order of the Sword of Saint Jerome, intent on investigating and smashing down heretical worshippers of the Devil (see under "Routes of Investigation").

THE SUMMONING

Via Idea rolls and the Mysterious Friend, encourage the Afflicted to perform the Light of Sacred Truth ritual to help people perceive the existence of Dimensia Six.

The spell requires a small representation of Daoloth. The Mysterious Friend gives this to the

Afflicted. The Mysterious Friend, a splintered part of the mind of the Afflicted, can wander the dream dimensions to visit the realm of Daoloth's priests. It will obtain a small token and give it to the Afflicted while he is dreaming. As the Chosen, he does not need a Crystallizer of Dreams to perform this task. If the Afflicted has the Tesseract Box from "The Wild Hunt" scenario, it can serve as the representation of the Render.

The Afflicted will remember dreaming that he was in a hall of gigantic size, lined with rows of columns stretching to infinity. A soothing light filters through the columns in front of the Afflicted. The Mysterious Friend appears from behind some columns. Call for a Spot Hidden roll. With a success, the Afflicted notices dark figures dressed in black metallic clothes watching from between the columns. The Mysterious Friend hands the Afflicted a tiny icon of Daoloth. The Mysterious Friend tells the Afflicted this icon will allow the ritual to work. The Afflicted will wake up and find himself clutching the icon in his hand.

The icon is a small box-like object made of rods and bubbles of an unknown metal. Looking at it, one cannot completely take in its shape. When not looked at directly, it can appear any SIZ, unless covered or pocketed in some way. If the icon is ever lost, the Mysterious Friend can get another. The Afflicted sees the icon as a fist sized sapphire that has a soothing light glowing from its center. The Afflicted will want to hide the icon so others can't see it, but will also want to keep it close by.

The keeper can have the Afflicted and the Mysterious Friend come up with the idea of performing the ritual in Times Square, a location appropriate to a dramatic climax. After all, the Afflicted is going to save the world—unless he is caught by the demons masquerading as police and doctors.

The Afflicted will try to find a nice central location where he, along with any followers, will not be disturbed. A nice rooftop overlooking Times Square will be suggested by the Mysterious Friend, if the Afflicted is unsure where to bring forth the Light of Sacred Truth.

See the spell Light of Sacred Truth at the end of the scenario. The Afflicted performs this spell with his followers acting as bodyguards and magic point donors.

THE RENDING OF THE VEILS

If the spell succeeds, utter chaos and rampaging madness seize the streets. The Light of Sacred Truth shines first over the building where the Afflicted will be. The Afflicted will have passed out on his feet, standing with his arms outstretched to the sky. The beams of unearthly light will cast the Afflicted's shadow over Time's Square in a horrible parody of a Jesus-like crucifixion image. The Light spills forth into the square. People on the streets yell in panic. Cars swerve about and crash, destroying property and injuring people. A riot breaks out. As the Light continues to expand and people start seeing the *true* reality, that of sanity-blasting monstrous shapes and forms, they begin to attack each other, disgusted at what they see. Many on the street go stark raving mad from the sights. Fires start. Murders are committed. After the Light vanishes, the events continue. Some people gouge their eyes out of their sockets however they can, including using spoons, knives, and bare fingers. Police and ambulances quickly arrive, trying to quell the disaster and help victims.

When the Afflicted awakens, he realizes (with a Successful Idea roll . . . the Mysterious Friend automatically succeeds at an Idea roll in case the Afflicted fails) that the terrors of Dimensia Six were too much for so few people. He must try to Illuminate more people at once, to truly resist the forces of Dimensia Six. The Afflicted must get more followers to keep on bringing the Light of Sacred Truth to shine on all humanity. Only then will Ragniir be defeated. If the Afflicted falters, a disciple will take his place.

Routes of Investigation

As the scenario unfolds, investigators may start tracking down information to try to make sense of what is really happening. Keepers may need to modify sections based on the Afflicted's background.

01. Psychic Research

02. Knightsbridge's Secret

03. The Mysterious Friend

04. The Food

05. Ragniir

06. Demon Targets

07. The Cult of the Sacred Light

08. *Ye Naked Truths*

09. The Order of the Sword of Saint Jerome

10. The Afflicted's Past History

11. The Afflicted's Family History

12. Psychiatric Help

01. Psychic Research

As the Afflicted's symptoms intensify, he becomes more convinced he is seeing things because he has psychic powers. Topics such as clairvoyance can be looked up in a major library or on the Internet (see research topics below in this section). Some investigators might decide to bring the Afflicted to a place to get "tested" for psychic powers. There is a New York-based institution to which the investigators may turn.

The Institute of Scientific Parapsychology (ISP) is located on the NYU campus, at the corner of Bleeker and Mercer streets. It is open to the public weekdays from 10 A.M. until 5 P.M. It has ties with the American Society for Psychical Research (ASPR). The ISP takes a more skeptical and hard-nosed approach to the paranormal, but does not completely dismiss it. It is affiliated with the NYU departments of Anthropology, Archaeology, History, and various courses utilizing occult themes. As mentioned before, investigators may already know of it if they have occult leanings, or even know the staff if an investigator is associated with NYU.

The ISP is located in a turn-of-the-century stone building three stories tall. Inside are classrooms, offices, laboratories, an extensive library, and a small museum-like collection of odd objects. Library and museum share an international collection of rare books, case reports, manuscripts, and art that date back to the 1600s.

Dr. John Holden first organized the ISP in 1959. He was a noted pragmatic psychologist who spent a great deal of time debunking the paranormal. After a conference in England, he returned a changed man. He had encountered the supernatural in tangling with a devil-cult headed by a man named Karswell. Holden claimed he was cursed by a "casting of the runes" upon him, and had narrowly escaped death by using Karswell's own magic against him. Holden used his influence to set up a team of scientific experts to delve deeper into the paranormal, trying to avoid the blindness of destructive skepticism. The new team slowly grew through timely benefactions, and branched out into other areas of historical knowledge. Besides university funds, the institute is supported by donations from various organizations and individuals interested in parapsychology.

The motto of the institute is inscribed on a golden metal plaque in the lobby:

To see the dark, one must turn out the lights.

The staff of the center includes many reputable researchers. Amongst them are Dr. Nathaniel Knightsbridge, psychologist, and Dr. Lionel Barrett, physicist (who follows in the footsteps of his uncle of the same name who died investigating a truly haunted house). Attached to the program are historians, folklorists, chemists, psychiatrists, and other professionals (the keeper can make them up as needed—also, an investigator might be on the staff as well). There are also a few grad students working on Master's theses. The students also rattle around here while writing papers or doing those odd jobs that look good on teaching applications. Librarians and other technical support staff lurk everywhere, including a professional stage magician who is exceedingly adept at detecting fraud.

DR. LIONEL BARRETT

The library contains over 10,000 volumes, over 200 periodical titles, and a vast collection of letters, manuscripts, diaries, and other unique documents. The works in the collection extend from the seventeenth century to the present. The library's collection is international, containing publications and archives in more than a dozen languages. The holdings are open by appointment to qualified researchers. Photocopy facilities are available. Of note, the archives also include rare photographs, case records, trance drawings, spirit photographs, automatic writings, film footage, spontaneous cases, and other material spanning over a hundred years.

Research Topics

All the following research topics can be addressed with a successful Library Use roll at the institute's collection, or by gossiping with a researcher in the coffee lounge.

CLAIRVOYANCE

Clairvoyance is the extrasensory ability to see things beyond the range of the power of vision. It is usually associated with seeing the past or the future ("second sight"). When one supposedly transcends his or her own body, and travels about at will in the form of energy, a spirit, or on the quantum level, this would be considered controlled clairvoyance. Often spirits are involved as guides in obtaining such visions. Some mediums and certain psychics consider this the means of communicating with the "other side," or afterlife.

Scientific explanations include the fact that prediction of the future can occur via probability and, psychologically, seeing what one wants to see. Anticipation of the future is unconscious and second nature, and is natural. Some predictions by psychics come true, but so do predictions by non-psychics.

Believers recognize many different ways to divine the future. Most involve the use of spirit familiars. These familiars, or spirit guides, are invited to reveal the future through apparent chance happenings. By more direct means, such spirits can directly tell a medium of such events, allowing prophetic visions.

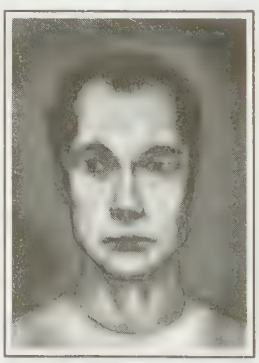
DREAMS

The notion that dreams are gateways to other worlds has never been substantiated, although such claims go back to the dawn of man. Some parapsychologists still believe this. Factors that may have underwritten this myth are dreams about dead people, dreams of being in distant places or eras, dreams that seem to come true, and bizarre dreams. The ancients thought that dreams were messages from gods.

Claims of dream-prophecies coming true can be explained as coincidence, selective memory, and lying. Science believes that dream-states are gateways to the unconscious, rather than alternate dimensions. Biological and psychological explanations are more evident than the unsubstantiated theories of the paranormal.

INTERVIEW WITH THE AFFLICTED

The keeper must modify the situation, depending on the course of the illness in the Afflicted. It is likely he will come here when in the Early Symptoms stage. After that, the Afflicted will not be wondering about what is happening—he/she will *know* that "the earth must be saved from the demons." If the Afflicted does come here in the Later Symptoms stage, the staff notices that he is psychotic, and wonders about the Afflicted's potential for dangerous behavior. They may call security or the police. If the Afflicted acts odd, but does nothing dangerous (random staff might start to look like toads at the keeper's discretion), the interview proceeds normally.



DAVE PIKE

If the Afflicted calls the ISP, he will be told that he needs to come down in person; no interviewing happens over the phone. He can make an appointment to be seen during the normal hours of university classes.

Dave Pike, a Masters student in psychology, is doing intakes on the day the Afflicted comes by. Pike asks the following questions and whatever else the keeper wishes:

- Identifying data (age, where the Afflicted lives, what he does for a living, etc.)
- Why did you come to the ISP?
- Would you please detail what you experienced? [Specific or amplifying questions of the clairvoyance, dreams, etc., experienced.]
- Have you experienced this before?
- Have there been other psychics in your family?
- Have you seen a physician or a psychiatrist recently or in the past?

The interview lasts less than an hour. After that, Pike tells him that Dr. Knightsbridge will now do some basic ESP tests. Dr. Knightsbridge introduces himself to the Afflicted and any other investigators. He will give them a brief tour of the ISP, ending at the labs. The labs consist of rooms with one-way mirrors, sensory deprivation tanks, dark rooms, quiet rooms, and a room with a pool of water.

Dr. Knightsbridge takes everyone into a room full of objects, including a table with cards, an area with a set of tiny weight measures, and a couch. Dr Knightsbridge asks the Afflicted to go behind a screen and change into a hospital-like shirt and pants. He says this is to prevent people from smuggling in objects to simulate ESP powers. He then uses a metal detector on the Afflicted.

Knightsbridge tells the Afflicted he needs to hook him up to an EEG monitor while he does the tests. He also videotapes the proceedings. An automatic camera will also take snap-shots using Kirlian photography techniques (photographing objects or people in the presence of a high-frequency, high voltage, low-amperage electrical field to detect emanations or auras). He turns on an electromagnetic radiation (EMR) detector. Other investigators can watch the proceedings from behind a one-way mirror.

DR. KNIGHTSBRIDGE

He performs an ESP card test (the traditional stars, wavy lines, circles, and crosses) on the

Afflicted. Keepers can substitute playing cards, and do the test with the Afflicted's player. Dr. Knightsbridge takes a number of notes during the interview.

He then gets the Afflicted to concentrate on tiny weights, to see if he can move them with his mind. The Afflicted cannot (unless he knows a spell that *can* move things from a distance from a previous adventure).

Lastly, Knightsbridge attempts to relax the Afflicted via hypnotism. His suggestions concentrate on inducing visions, OBEs (out-of-body experiences), or trance states. A tape machine records the dialog with the Afflicted.

Outcomes of the Interview

What happens in the interview depends on the state of mind of the Afflicted. If he is acting psychotic and/or violent, Dr. Knightsbridge terminates the proceedings as soon as possible, and may call campus security or police. He suggests that the Afflicted be taken to be seen by a psychiatrist.

Dr. Knightsbridge personally senses the aura of the Chosen at once—a Psychology roll directed at Knightsbridge when he first meets the Afflicted indicates that the parapsychologist is trying to hide great surprise (see "Knightsbridge's Secret," this page). The EMR devices register increased activity from the Afflicted. Kirlian photographs of the Afflicted display an aura surrounding his entire body that is very powerful and that has an odd color spectrum. Knightsbridge conceals this evidence for his own use, and assigns Templar henchmen to keep tabs on the Afflicted wherever he goes.

The Afflicted can be further investigated by using a sleep-lab procedure, where he can stay the night in the institute (to be arranged with a volunteer grad student), have his EEG recorded during the night, and be asked about future predictions in the morning. (Dr. Knightsbridge will suggest this unless the Afflicted is being violent.) Dave Pike can follow the Afflicted around for a few days, to see if the predictions come true.

If the Afflicted uses a spell, the EMR detectors record a surge of force at the time the spell is cast. The Afflicted's EEG pattern shows an epileptic-like wave at the time of the burst of energy. The researchers will be highly interested in the Afflicted, and will try to learn the nature of the phenomenon observed. By analyzing the tapes and videos, a researcher has an INT x1 chance of learning the spell cast by the Afflicted.

During the course of the adventure, if any of the staff are hit with Bestow Glimpse of Truth, they may actually believe what the Afflicted claims. This is up to the keeper. These believers may even join the Bringers of the Sacred Light.

IDEA ROLLS

The investigators may make some general guesses and deductions after coming to ISP.

Characters inclined toward the occult, or those who have Cthulhu Mythos knowledge, may think that the Afflicted is psychic. If they know about the Mysterious Friend, that entity might be the sort of spirit-familiar traditionally connected with those who have the gift of clairvoyance. If the Afflicted has started Bestowing Glimpses of his fevered delusions, some may imagine that it actually may be a true vision of the world.

Investigators inclined towards scientific rationality (especially those with Medicine, Psychiatry, or Psychology skills) suspect that the Afflicted may be mentally ill. If they know about the Mysterious Friend, they see her as part of the Afflicted's mental decompensation. If the Afflicted has started Bestowing Glimpses of his fevered delusions, they have no explanation, but persist in trying to get the Afflicted to medical and psychiatric examinations.

The Afflicted knows that he is indeed psychic. If the Afflicted has researched clairvoyance, he knows that the Mysterious Friend entity is a spirit-familiar—the Mysterious Friend admits it if the Afflicted asks her. If aware of Dimensia Six, any characters who doubt the Glimpses and Illuminations are fools or worse . . . perhaps dwellers of decay, for a successful Spot Hidden roll discloses frog-like eyes on those doubters.

02. Knightsbridge's Secret

Knightsbridge has a darker purpose for seeking out those gifted with psychic powers—to exploit their abilities to increase his own power, or use them as special sacrifices to gain favor with his goddess, Shub-Niggurath.

He is a high-ranking member in the secret society of the Templar Order, the grand master of NYC. Knightsbridge's grandfather was a member, and raised his grandson in the ways of the modern day crusaders of chaos. Knightsbridge has international connections with other members of the order, and it is through them that he often procures special funding to the ISP for his own projects.

Knightsbridge attempts to retain all the occult artifacts the ISP comes across. He has moved some of the holdings of the institution to the Morningstar Masonic Temple.

If Bestow Glimpse of Truth is cast on Knightsbridge, he will be unsure of the reality of the

Dimensia Six invasion, as he knows it is possible for such things to exist. He will not know that the Sacred Light is actually an avatar of Daoloth. In any case, Knightsbridge will be interested in helping the Afflicted to develop the Bringers of the Sacred Light. The evil Templar is motivated by the possibility of gaining the *Gift of Truth.* (See "Light of Sacred Truth" on page 116.) He erroneously believes this will give him more power to control reality . . . instead it will likely drive him to gouge out his eyes and commit suicide. Although already insane, his wish to see the Truth will shatter his senses into oblivion. Until that time, he will help add recruits to summon the Sacred Light.

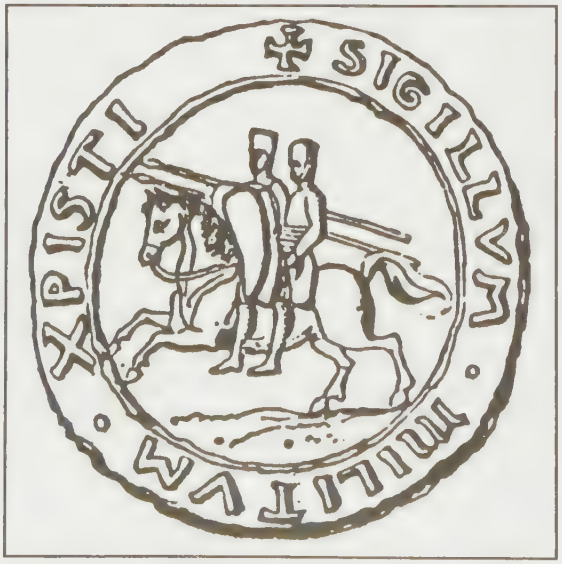
The Templars

For the history of the Templars, see the section "Dark Crusades" at the end of this scenario.

The Templars are an international secret society dedicated to the service of the Dark Mother, Shub-Niggurath. Each Templar carries the insignia of their cult, that of two knights on a horse. Each insignia is enchanted to enhance the wearer's magical capabilities.

In New York, all the Templars come from reputable backgrounds. They do have followers who do their dirty work for them. These are usually recruited via drugs and magic and used up as required. Influential individuals may be duped into joining the upper ranks; many high-ranking city officials and rich citizens haven fallen under the cult's sway.

Knightsbridge and his Templar cultists claim to be members of the Freemasons, having joined to shield their foul rites. Their own private temple, the Morningstar Masonic Temple, is located at West 118th Street and Morningstar Avenue, overlooking Morningstar Park. It is an eight-sided building, of three stories and nineteenth century décor. To the world, this lodge is an exclusive men's club where the rich and powerful hobnob. No one is allowed in who is not a member, or who does not have an invitation.



THE TEMPLAR INSIGNIA

There is no incriminating evidence above ground. The upper floors contain magnificent dining halls, classy smoking rooms, pool and sauna facilities, a vast library (without any Mythos texts), opulent washrooms, and offices for the club's directors.

A secret staircase leads to hidden chambers below that contain a temple for the knights' vile practices. Locked in a safe in a basement room are rare occult tomes, including copies of *De Vermis Mysteriis, Monstres and their Kynde,* and *True Discoveries of the Witches and Demons.* Followers of the Templars guard the building—usually big thugs with guns and knives. Knightsbridge has bound a star vampire in the book room to guard against intruders (use the average statistics from the rule book).

During the year, Knightsbridge and his Templar brothers perform blasphemous rituals for the favor of Shub-Niggurath. This involves one of the followers acquiring suitable sacrifices—preferably homeless runaway girls or boys. Although saved from the streets, prostitution, and other hazards, they end up as food for the goddess. These offerings take place after the victims have

The True Discoveries of the Witches and Demons

Dr. Holden brought back this evil tome from England. It is actually stolen property, having been removed from the British Museum by Julian Karswell in the early 1950s. Holden took it from Karswell's estate after the evil sorcerer died by the forces he had conjured up to destroy Holden. The book is over four hundred years old, and written in a secret arcane cipher. (Knightsbridge has a decryption key he has worked out, allowing immediate translation. This key is kept locked in a safe at Knightsbridge's office at the ISP.)

The book contains hermetic magical formulae. *Sanity loss 1D3/1D6, Occult +5 percentiles, 2D4 months to read (plus successful Occult and English rolls)/4D4 hours to skim.* Spells: contains hermetic magic spells, including Casting of the Runes (see "New Spells" on page 115). The keeper can choose more; see Pagan Publishing's *The Golden Dawn* for suggestions.

been drugged and made part of a huge sexual orgy, fueled by the perverted fertility aura of the Dark Mother. (Imagine the scenes that were likely cut from the film *Eyes Wide Shut,* multiply the perversity by a factor of ten, and you may begin to comprehend their rites). These events occur on the nights of Witch Sabbats—Candlemass (Feb 2), Beltane (April 30), Lammas (July 13), and Halloween (October 31). Given Templar connections with high ranking officials and its careful choice of victims, the cult has been able to continue this activity for many years.

Knightsbridge is the Templar Grand Master for New York City. There are no more than six other high ranking Templars in the metropolis. The keeper can craft them as he sees fit. They will not be as powerful as Knightsbridge; however, they may know one or two Mythos spells. Their true power lies more with the influence they have on political and financial spheres. The lower ranking followers know no spells, but are adept as killers. All followers operate in pairs. Keepers may spring an interesting modern update of the Templar logo: two followers riding a motorcycle armed with machine guns hunting down some investigators!

03. The Mysterious Friend

Investigators may try to track down the Mysterious Friend. Since the Friend is a figment of the Afflicted's imagination, there is no way to do so. The keeper may turn this into a wild goose-chase. Once the Afflicted starts to hound demon targets, the investigators may become targets themselves (see section 05, "Demon Targets"). Investigators may believe miscellaneous NPCs (Templars, Guardians of Eden, hired thugs, personal contacts, etc.) to be the Mysterious Friend or agents of Dimensia Six. If enough paranoia has been generated in the scenario, anyone in a trench coat is a suspect.

The investigators can challenge the Afflicted by saying that the Mysterious Friend is a hallucination, and attempt to provide proof of it (for example, by videotape, witnesses, etc.). The Afflicted can make an Idea roll to realize that his ally is a spirit-familiar, see the Mysterious Friend on the videotape anyway, or conclude that witnesses are colluding with *them,* the enemy!

04. The Food

Investigators may try to analyze food and water to detect those hallucinogens the Afflicted claims are present. Nothing can be found by lab tests. Confronting the Afflicted with the analysis merely suggests to him that these people are under the control of Dimensia Six demons. How can the other investigators be sure of anything until they try the diet?

Some investigators may try the Afflicted's diet. Keepers should be encouraged to make it tough, and perhaps disgusting. This may dissuade some of the investigators. If anyone sticks with the diet, of course nothing changes. If they confront the Afflicted with this information, they get one or more of the following responses.

- The investigators on the diet haven't done it long enough, or have done it incorrectly.
- The Afflicted's natural psychic ability allows him to see in conjunction with the diet. Those without psychic powers cannot see, even on the diet.
- Those claiming not to see are agents of Dimensia Six, trying to shake the Afflicted's resolve.

05. Ragniir

The investigators may research Ragniir, its minions, and Dimensia Six. Once the investigators get an issue of *Captain Destiny* featuring Ragniir, or *The Pandemonium Comics Compendium,* they can have *Truth Papers #4* (see page 100).

Libraries

Investigators searching for information turn up nothing. The keeper may make the search last hours. With a critical Library Use roll (a D100 result of 01–05), by sheer dogged determination an investigator turns up a pertinent book after an entire day of searching. The book is called *The Pandemonium Comics Compendium.* See the "Comic Book Shops" subsection below for a description.

Internet

Searching the web takes hours and yields lots of *no match* results. A halved Library Use roll turns up a web page listing old back issues of comic books.

Somewhere beyond the worlds known to men, there exists Dimensia Six--a realm of pure evil! For ages the tyrant Ragniir, overlord of Dimensia Six, has extended his power across the dimensions, growing ever stronger. Now, Ragniir rallies his forces for another war of conquest . . .
RISSSE, MY MONSSSTROUSSS MINIONSSS! TO ME, O DWELLERSSS OF DECAY! GIRD YOUR LOINSSS FOR BATTLE! WE MARCH ON THE REALM OF MAN--THE PLANET EARTH! DESSSTROY ANY WHO DARE TO SSSTAND AGAINSSST USSS!
Hold on to your hats, true believers! You dare not miss THIS spine-tingling tale!
PRODUCED by Jolly Julius Black EDITED by Smilin' Stan Levinson
COLORED by Excellent Eric Albertson LETTERED by Lovely Laura Thomas
CREATED, WRITTEN, and ILLUSTRATED by Rowdy Ralph Pickman

Truth Papers #4: Captain Destiny issue #5, page 1

The web site itself contains many different pages of old books, comics, and collectibles for sale. The particular page turned up lists defunct vintage comic companies of the 1950s and 1960s named AC, Miracle, Pandemonium, and Skeleton Key. The titles of some of the comics are *Captain Destiny, Crypt of Night, Howling Gang, Xerxes,* and many more. If investigators order some back issues of *Captain Destiny,* none of them happen to have any stories featuring Ragniir.

An investigator can conduct a specialized search using key words from that page along with information about Ragniir. A successful Computer Use or Library Use roll on this search turns up a few pages, which take several hours to look through. One of them is "Captain Destiny's Unofficial Homepage."

The page describes Captain Destiny as a man granted magic powers to transform into a superbeing to battle the forces of evil. The middle of the page has a number of links to other comic-book sites. The site has a link to a page titled "Captain Destiny's Rogues' Gallery."

Clicking on the Rogues' Gallery link loads a page with seven pictures of villains: Captain Chaos, Mr. Mental, Oberon the Giant, The Amazing Ripley, Ragniir, and Sinthia Succubus. The picture of Ragniir matches the one in the *Pandemonium Comics Compendium* (see the sidebar on page 102 for a more detailed description).

The site says it was last updated two years ago. An email address hyperlink is at the bottom of the page: captndestiny@aoh.com. An email to that address bounces back, indicating the address is incorrect or no longer exists. If the investigators have FBI connections, they can learn the identity of this person in 2D12 hours. The person is Sammy Verhooven, a quiet man living alone in a cabin in Nebraska. If someone actually goes out to find him, he will invite the person in for coffee, and show him his comic book collection. He has a few issues of *Captain Destiny,* including issue #5, which features Ragniir's first appearance.

Comic Shops—Eye in the Sky Books

If investigators figure out that Ragniir is a comic book villain, they may try to go to some specialty shops to find out more. There are numerous comic book stores, but the small ones don't have issues of *Captain Destiny.* After 2D6 hours of calling and shopping around, call for a Luck roll. If the investigators fail their rolls, they can try again on another day. If they succeed, they find that Eye in the Sky Books has a few issues of *Captain Destiny.*

Eye in the Sky is in Lower Manhattan. It is open from Tuesday through Sunday, 1–6 P.M. The sign outside says the store was established in 1975. The store boasts over 100,000 comics in stock. Eye in the Sky is a well-respected store. It is a two-story establishment, with comics on the ground floor, and books and games upstairs. There are sections for new releases, back issues, and vintage comics.

Looking up Pandemonium Comics in the vintage section yields a placard in the stacks stating those comics are kept in a special place. One needs to ask a worker to pull out the rare comics.

With a Spot Hidden roll equal to or less than one-fifth of the investigator's skill, he notices a shabby copy of *The Pandemonium Comics Compendium* under a bunch of old comic trivia books in a dusty display case near the back of the shop. The price of the book is $350 U.S. See the sidebar on page 102.

If an investigator is browsing in the gaming area, he finds an interesting item with a successful Spot Hidden roll: it is a copy of a role-playing game titled *Dark Worlds,* written by Peter Dannseys and L. N. Isinwyll, based on the works of a Jazz Age horror writer. A company named Entropium publishes the game. The picture on the cover is of a horrific entity with multiple inhuman eyes and maws materializing in a sinister circle of dark standing stones. At the bottom of the picture is the artist's signature, Night Serpent. If anyone buys the game and reads through it, it contains enough esoteric information to grant +1 percentile of Cthulhu Mythos at a cost of 1 SAN.

The shop owner, Dave Archer, sits behind the cash register. He is a man in his forties who never outgrew his hippie days. He has a long pony tail and big shaggy beard. He is dressed in sandals, faded jeans, and an old T-shirt. He is quite thin. He smells of marijuana. If asked about Pandemonium or Captain Destiny, his eyes light up, as he assumes the investigators are comic collectors of fine tastes. He asks them some comic book trivia. To answer the questions to Archer's satisfaction requires a D100 roll of EDU x1 or less, or a successful appropriate Art (e.g. Pop Culture) roll. If an investigator has already stated that he is a comic collector before coming into this scenario, then the D100 threshold is EDU x5 or less. Archer relates the first two bullets listed in the "Pandemonium Comics Compendium" sidebar on page 102, and reveals that the writer-artist of the strip was Ralph Pickman.

DAVE ARCHER

The Pandemonium Comics Compendium

Published in 1967, this book contains summaries of the comic company's many stories by title. Stan Levinson, Julius Black, and Ralph Pickman founded the company in 1959. Numerous titles are also discussed. Here is a summary of the chapter on Captain Destiny.

- Captain Destiny was a youth named Tommy O'Toole. An old medallion passed on to him from his grandfather granted him the ability to turn into Captain Destiny. Captain Destiny had the powers of flight, superhuman strength, and diamond-hard skin. He used his powers to battle evil forces, from aliens and mutants to demons and talking cats!
- Ragniir was a recurring villain. He was an interdimensional entity from a realm called Dimensia Six. He looked like a thin, horned, lobster-like humanoid, with a single cyclopean eye of pitch blackness. Swirling about him was a long flowing black robe. Ragniir wanted to phase Dimensia Six into our world, and thereby unleash his demon hordes on humanity. His servants were the dwellers of decay, frog-like humanoids with psychic powers to generate mind-bolts and project illusions.

  Ragniir's powers would wane if one could disbelieve in his magic. Captain Destiny would get people to see the truth behind Ragniir's machinations. By seeing him for what he was, a figment of a demented imagination, they could return him and his servants to Dimensia Six.
- The writer and artist who created the comic is Ralph Pickman. A self-sketch portrait of him appears in the book. He looks a bit long in the face, with a canine-like nose. A small bio of the artist states he was born in New England from a family of famous "demented artists" (investigators probably realize this is a compliment and meant to build the artist's mystique). The bio also implies that the artist took a lot of hallucinogens. The artist was living in Boston at the time of the book's publication.

A sample page from the comic is included in the book (see *Truth Papers #4* on page 100).

If the investigator with the lowest POW gets a successful Luck roll, Archer recalls he has a rare book called *The Pandemonium Comics Compendium*. He digs it out, and offers it to the investigators for only $200 U.S. Investigators can bargain.

If the investigators don't impress Archer, he will not relate the facts above. Rather, he will tell them only that he has a few issues of *Captain Destiny* in stock. Two feature Ragniir, issue #5 and issue #7, each selling for $100. If investigators buy and read the comics, they can get the information from the first two bullets in the "Pandemonium Comics Compendium" sidebar and the artist's name, Ralph Pickman.

RALPH PICKMAN

Ralph Pickman

If investigators try to locate Ralph Pickman in Boston, he is now listed as living in The Gentle Glens, a retirement home overlooking the ocean. Those who telephone ahead will be able to talk to his nurse. The nurse tells callers that Mr. Pickman has difficulty hearing. If somehow they convince the nurse to get Pickman on the telephone, he keeps saying, "Eh? What was that? Who is this? Where?"

If investigators fly up to Boston to visit Pickman at the home, any successful Fast Talk or Persuade skill roll gets the interview.

Pickman is in his mid-sixties, but has the beginnings of early-onset Alzheimer's Dementia. He is thin and fragile looking. His face looks a bit canine, but maybe it's due to his yellow teeth and odd nose. He is happy to have visitors, having no living family or friends. He talks in a rambling way on any topic, often forgetting after a while what the original question was. If asked about Captain Destiny and Ragniir, he tells the investigators the following (the keeper should present this in a disjointed and memory-impaired manner):

- He got the idea for the comic by ripping off its elements from other comics companies.
- He came up with most of his story ideas while high on marijuana and LSD.
- Ragniir was his favorite villain, as he seemed to embody the concepts from Pickman's drug trips the most.
- If asked if Dimensia Six is real, Pickman states that only an idiot would believe that the comic was factual. He doesn't believe Ragniir exists.

He asks if the investigators shouldn't check themselves into the home as well.

- Pickman's great-uncle was a crazy artist who disappeared mysteriously. He used to draw paintings of great horror.

Pickman is totally innocent. He is not a ghoul. He is telling the truth that he wrote most of the stories while under the influence of drugs. Ragniir is just a figment of his warped imagination.

Idea Rolls

Investigators who uncover the Pickman information can make Idea rolls. Those characters inclined towards the occult, or who have Cthulhu Mythos knowledge, suspect that perhaps Pickman may have been seeing this other world through latent psychic visions. Perhaps the drug use helped Pickman to perceive Dimensia Six. With a successful Cthulhu Mythos roll, an investigator wonders if this situation is similar to various artists in the 1920s having dreams sent to them by Cthulhu.

Those characters inclined towards scientific rationality (especially with Medicine, Psychiatry, or Psychology skills) think that maybe the Afflicted has read some of these comics in the past, and it may be forming the content of the Afflicted's strange ideas.

Confronted with the facts regarding Ragniir and the comic books, the Afflicted guesses with his Idea roll that other people have seen the traces of Dimensia Six. The artist's use of drugs must have blocked the hallucinogens in the foods he ate, allowing him Glimpses of the Truth. The Mysterious Friend provides this suggestion if the Afflicted doesn't get a successful Idea roll.

The Afflicted will not remember reading the comics in childhood. If the Afflicted or investigators look into his old keepsakes, perhaps in a box stored at his home or a relative's, with a successful Luck roll they find issue #5 of *Captain Destiny.*

06. Demon Targets

The Mysterious Friend names the individuals who are the host bodies for Ragniir and his three key henchmen. The hosts are all people from the Afflicted's past. The Afflicted will not recall that the names are connected to his past until his schizophrenic illness is treated and stabilized. If confronted with the fact that the targets seem to be people connected with the Afflicted's past, he decides that the demons have just made it seem so to discredit the Afflicted.

With a successful Spot Hidden roll, the Afflicted notices odd physical abnormalities on the targets that makes them look toad-like (lobster-like in the case of Ragniir).

The keeper can modify the targets. The targets are designed assuming that the Afflicted is male. It is left to the keeper to tailor meetings with the following targets.

John Grant

The Mysterious Friend says that John Grant is the demon Assurinias. In fact, John Grant is the Afflicted's old elementary school bully, who used to threaten the Afflicted for lunch money. He has grown up to become a criminal who has committed armed robbery, assaults, and drug trafficking. He lives in Little Italy in a small apartment over a noodle restaurant. He is currently employed as hired muscle for a small so-called insurance company that specializes in loan-sharking in the neighborhood. Investigators with police connections and appropriate skill rolls can find out this information.

JOHN GRANT

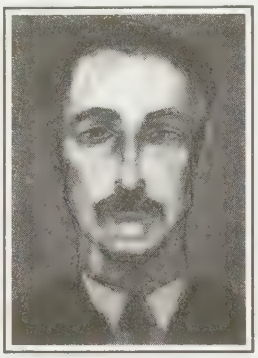
Grant is one year older than the Afflicted. He remembers the Afflicted if confronted by him, and showers him with abuse, threats, and obscenities. If threatened, he beats the tar out of the Afflicted and his friends. Keepers can have Grant make use of his criminal contacts to hire thugs to take care of the Afflicted and other investigators if they annoy him.

Investigators watching Grant can spy on him committing various illegal activities. However, if they are detected, they will be pursued. The keeper should make Grant's actions suspicious and mysterious, to mislead the investigators and the Afflicted.

Larry Tolkien

The Mysterious Friend says Larry Tolkien is the demon Dyokyle. In fact, Tolkien went to high school with the Afflicted. He was the rich kid son of a powerful business tycoon. Tolkien stole the Afflicted's first crush, a Mary Jacobson. The Afflicted attributed Mary's preference for Tolkien to his money. In any case, now the Afflicted has no conscious memory of the loss. Tolkien had barely ever talked to the Afflicted, and would have no idea who he was if confronted by him.

Tolkien is the same age as the Afflicted. Tolkien has inherited his father's brokerage firm, and heads a trading company called Tolkien Incorporated. He is above board and operates legally. He lives in a penthouse deluxe rooftop suite on Central Park West. His business is located on the World Trade Center's 21st floor.


LARRY TOLKIEN

If Tolkien is watched, he might seem suspicious as he is often carrying numerous secret tips in his head, and dealing/trading high stakes business information. If he is set upon by the investigators, he will use legal means to prosecute them, and hire private detectives to dog them.

Malcolm Trent

The Mysterious Friend says Malcolm Trent is the demon Whythmaka. In fact, Trent is an old boss of the Afflicted from high school. He owned a pizza parlor in the Afflicted's childhood neighborhood. He was an alcoholic with a violent temper. He once slapped the Afflicted across the face for bringing back a pizza from a false address. The Afflicted has a strongly rooted hatred of the man, as it happened in public in front of Mary Jacobson.

MALCOLM TRENT

Trent is fifteen years older than the Afflicted. Trent is being supported on taxpayer money for a fake back injury that gets him disability checks every month. He lives in an old run-down apartment building in the Bronx. He is a gun collector. He subscribes to *Soldier of Fortune* magazine. He has numerous porn magazines and videos. He is unmarried. His large German shepherd is named Adolph.

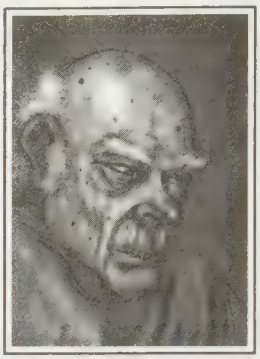
If confronted, Trent recalls the Afflicted with a successful Idea roll. He usually stays at home drinking beer and watching porno. He will defend himself with his guns and sic his dog on intruders.

Archibald Denton

The Mysterious Friend says that Archibald Denton is the nefarious demon lord, Ragniir. Denton was the Afflicted's eighth grade teacher. He used to single out the Afflicted for daydreaming. He would throw chalk at the Afflicted's head, make him stand in the corner, make him stay for detentions, and say insulting things to the Afflicted in class.

Denton was let go from teaching due to complaints about his behavior. He developed multiple sclerosis in his mid-thirties, which has now progressed to the point that Denton is wheelchair bound and cannot speak or use his hands properly.

Denton is seventy-seven years old. He lives at Sunny Days Manor, a medical facility for the disabled in Long Beach. He has a private room. There are nurses, doctors and orderlies (who restrain delirious or demented patients) wandering around the facility at most times. Denton will remember the Afflicted. However, he can only sputter out words now. He has become bitter and twisted by his condition, although he was a mean bastard even before.


ARCHIBALD DENTON

Other Targets

If some targets are eliminated, the Mysterious Friend can find more for the Afflicted. If Ragniir is killed, the demon "relocates" to a new host body. If investigators or non-player characters begin to turn against the Afflicted, the Afflicted starts to notice the characteristic scales of demons on those individuals. He will be convinced that those who try to interfere with his quest are recently demon-possessed host bodies. Perhaps one even shelters Ragniir.

07. The Cult of the Sacred Light

The Bringers of the Sacred Light cult only forms once the Afflicted starts it. There are no recent historical equivalents to it. Members are mostly people who seek the meaning of existence. They may be from any walk of life. The scenario notes certain non-player characters that may join the cult. The keeper can develop this route of investigation as desired.

If investigators research the cult for historical equivalents, they will need to make Library Use rolls in a major library (one for each of the following paragraphs).

There have been many cults of sun and light worshippers through history. Many claim to have

secret knowledge of the mysteries of the world. However, none mention Ragniir, or any demon-illusion mythos.

There was a Gnostic cult formed in the early fourteenth century by a priest named Renaldo Sinibaldo. It was called the Sacred Light. He had raised this theology in opposition to Roman Catholicism. It was a cult devoted to exposing the true nature of the world to the unilluminated eyes of humanity. His followers were described as madmen and worshippers of Satan. Before the year 1315, he was described as a studious man who worked closely with Pope Clement V. Afterward, he underwent a strange transformation and began acting as if struck mad. He was accused of causing the "Plague of Demon Visions." There is no explanation of what exactly the plague was, except that the "cure" was the gouging out of the eyes of those who suffered from the malady. Sinibaldo was burned at the stake for witchcraft after supposedly causing the plague. With a Luck roll, the researching investigator finds another book detailing the same story of Sinibaldo, but claiming that the mad priest transcribed his personal Gnostic theology into a book he called *Ye Naked Truths.*

An investigator comes across a pamphlet from the Cult of the New Millennium, dated September 1992. The material contains a portion from a book entitled *Ha-Sepher shel Teefays Or,* or the *Book of the Climbing Light.* The passage discusses how the whole world will be burnt to a cinder in purification for the Lord on Judgment Day. The rest of the material describes the cult in more detail. A man named Adam Searle founded the movement in 1990. He prophesied that the world would end on November 1, 2000. Another Library Use roll reveals that the cult's stronghold in the Catskills was destroyed by a huge fire in 1993, and that many cult members burned to death. Searle's body was never found, but authorities think his remains are buried in the rubble of the compound. The police found evidence of arson. The case is still open, although they have no leads on who the murderers are. (See "The Order of the Sword of Saint Jerome" on page 108 and the *1990s Handbook* for further details.)

08. *Ye Naked Truths*

Investigators may suspect that the event that precipitated the Afflicted's change in behavior was that of reading the book *Ye Naked Truths.* See the boxed description of the tome on page 84. Investigators who looked at it (besides the Afflicted) may make an Idea roll to see if they remember the author.

Searching for the book in New York City libraries or rare book dealerships can take as long as the investigators wish, always with fruitless results. If an investigator has connections with collectors, knowledgeable librarians, or companies that deal in occult artifacts, a successful Credit Rating roll convinces the expert that the investigator is reputable, and he relates the following about *La Verita Scoperta.*

The book is infamous and heretical. It was written in the early 1300s in Rome, proposing a new religion greater and more powerful than Roman Catholic doctrines. It was based on variants of older Gnostic theologies mixed with pagan beliefs.

A mad priest named Renaldo Sinibaldo was its author. He was burned alive for being in league with Lucifer.

Three copies of the book are thought to exist today. The one the Afflicted had was the only known English copy. The other two are Italo-Latin manuscripts titled *La Verita Scoperta.* The English copy was last known to be in the hands of a degenerate Chinese gentleman named Lin-Tang-Yu, a collector of occult tomes. However, it was stolen in the 1920s along with other manuscripts. One Italo-Latin manuscript is said to be among the Vatican's special Z-collection, but this has never been substantiated. The other was rumored to be in the Arglis Apulieus private collection in Istanbul, which includes rare fragments from the Great Library of Alexandria, Gnostic texts, Coptic books, and Aramaic scrolls.

Lin-Tang-Yu: if investigators ask their contacts to deal with Lin-Tang-Yu, the contacts are insulted and dismayed at the request, and will have no further dealings with the investigators. Investigators may try to pursue this avenue of research, but it will lead to a dead end. The book was stolen by Jack Brady along with other works, including the *Seven Cryptical Books of Hsan* (see *The Complete Masks of Nyarlathotep*). Brady sold off some of the items he took to raise money. If *Ye Naked Truths* was found in Chalmers' trunk in the "Wild Hunt" scenario, Chalmers bought the book and the Tesseract Box on the black market while visiting the Orient. Further investigations into Lin-Tang-Yu are beyond the scope of this adventure, but the keeper can have it lead to a very well preserved Mr. Lin or to one of his many ambitious descendants.

Arglis Apulieus: correspondence or telephonic queries about the manuscript are met with a regretful reply that the book no longer exists. It was lost

in the 1940s when the library was partially destroyed by fire. A visit to Istanbul confirms that this is true. However, the visitor will be allowed access to other rare texts if he has some valid academic reason or gets a successful Credit Rating roll. Spending a few days in Turkey allows a review of numerous texts on Gnostic cults that predate Sinibaldo's movement. With a POW x3 roll, one discovers a text that discusses an Egyptian-based cult in 100 A.D. named the Followers of Ma'at (Ma'at being the Feather of Truth). The cult would summon their god, which bestowed enlightenment at the cost of one's soul. Ma'at was also called the Render of the Veils, and a successful Cthulhu Mythos roll identifies the Render as the Outer God Daoloth.

The Vatican: the investigators' contacts cannot help in getting access to the Vatican library, as the church does not admit to having a copy. However, they can give the name of the retired priest in charge of the library's Z-collection, Alonso di Giacomo.

ALONSO DI GIACOMO

This portion of the Vatican library can be officially accessed only by permission from the Holy See. The keeper of the Z-collection, di Giacomo, has permission to allow "special visitors" to consult such books in person if he is present. Volumes in this collection are never lent out. The requirements to win his approval follow.

- The applicant has Credit Rating 65% or more, and three verifiable written character references.
- The researcher has no criminal record.
- The researcher's beliefs are not antithetical to Catholicism.
- The researcher's reason for consultation must be one that helps humanity in some way.

If no investigator qualifies, then a friend or agent who satisfies the requirements may vouch for the investigator(s) or go in their stead. The keeper can create the character. Remember, he may be driven mad by reading *Ye Naked Truths.*

Once he is contacted by the investigators and he learns they wish to consult the book *Ye Naked Truths,* di Giacomo sends word through unofficial channels that reach the Order of the Sword of Saint Jerome's North American "missionaries" (see section 9, below). If the investigators passed the requirements to see the book, he will inform them they are welcome and may peruse the dread volume under his guardianship.

The keeper can expand the trip to Rome as desired. For example, if Knightsbridge knows that investigators are heading to Italy, he may send a spy to report on their movements. The Order of Saint Jerome may send a tail as well, and link up with their brothers in Italy.

At the Vatican, they report to the main entrance of the city. Four guards in service uniforms—they are dressed as police, but impress the investigators as being military men—escort the investigators through locked doors into a wing of the main building, and then down a few levels into an underground chamber. The guards are armed with .38 automatics, and give every appearance of being willing to use them.

In the chamber, they are asked to leave all personal belongings in alcoves in the walls. They must also exchange their clothes for robes and sandals. The guards will then use a metal detector on the group. Only those who pass the metal detector test may enter through the heavy black-iron door beyond. Any others will have to wait in this chamber, and see how thoroughly the guards search their things.

Beyond are halls of catacombs. Waiting for them is di Giacomo, a short, hearty man with close-cropped white hair in a somewhat rumpled suit. He is in the company of four more guards. He greets the investigators, and asks them more directly what their purposes are. If he believes they are lying (he has a 70% Psychology skill), he will tell them they are liars, and ask them to leave. The guards will escort them out if need be. If they answer candidly, and their reasons seem to be in the service of God's Plan, he takes them through a maze-work of underground catacombs and dusty bones.

Once in this maze, it takes a Navigate skill roll to find the way back to the entrance.

Eventually the group emerges into vast dusty galleries stacked with old books, ancient scrolls, unbound manuscripts, and enormous files of letters. The archives stretch on, vault after vault, identified by cryptic Latin abbreviations. At last they enter the Z-collection. Here each tome is linked to a High Gothic-style reading desk by an alarmingly new chromium steel chain. In the Gnostica section lies the Italo-Latin copy of *La Verita Scoperta.* The investigators must peruse it at its desk. Slipping on protective gloves, di Giacomo tells them that only he can touch the book or turn its pages.

Investigators attempting to steal the book should be foiled by the armed guards, either those with di Giacomo or those waiting on the other side of the iron door. If by some miracle the investigators escape with the book, the Order of the Sword

of Saint Jerome may track down the thieves, and deal with them harshly.

Otherwise, the investigators can read the book. They will realize that the Afflicted may be a very dangerous individual. See the description of the book on page 84. An excerpt from the book is in *Truth Papers #5,* adapted from the medieval "Dance of Death."

The keeper can have other occult and Mythos tomes present. However, di Giacomo allows no casual browsing. No one gets to read any book without a specific reason. The entire area has been warded with the Eye of Light and Darkness as well as the Seal of Isis. Like other members of the Order of the Sword of Saint Jerome, di Giacomo has come to believe it is sometimes necessary to battle evil with its own tools. It is for that reason that he resigned from the priesthood.

09. The Order of the Sword of Saint Jerome

This band of fanatic Mythos-hunters gets involved under the following circumstances:

The Bringers of the Sacred Light grow numerous or notorious enough that the order's informants begin to spotlight their activities. The order will investigate, confirm the accusations, then attempt to burn the cult to cinders.

Investigators checking sources about *Ye Naked Truths* inadvertently alert informants for the order. Soon, agents of the order begin to tail the investigators.

Once they contact him, di Giacomo alerts the order that the investigators are interested in the book, and asks that agents scrutinize the background of the investigators and keep track of their movements.

Recent History of the Order

For a history of the order and their ancient hatred towards the Templars, see the "Dark Crusades" section at the end of this scenario.

In the nineteenth century, the order became an unofficial weapon of the Catholic Church to combat the workings of the Devil on Earth. It was officially disbanded late in the century, after science had begun to sweep away the occult and occult ideas, such as demonic possession. In modern times, few felt they could officially condone actions such as burning witches . . . but some were still sure that there were witches who needed to be burned. The other reason for dissociating the order was that many of its members went mad in their quests (see below). However, certain individuals in the church hierarchy continued to clandestinely support the order, which continued to survive as an organization.

The leader of the order lives in a remote monastery in the Alps, and no longer directly reports to anyone in the church hierarchy. Most of the order's members consider themselves missionaries for the faith and for the order, seeing no conflict in investigating and destroying the Satanic forces they encounter. The order equates any evil force as Satanic, and Mythos beings are thus defined as demons from the abyss.

Although the majority of its members are in Europe, the order has sent out missionaries to establish bases around the world. Such agents of the order enlist fundamentalist and fanatic followers to serve in the crusade against evil, but do not let them know about the order's special mission until they prove themselves trustworthy.

The order has had members working in the United States for at least one hundred years. It established an actual base in Kansas City, Missouri, in the 1920s, the High Holy Church of the First Stone. The church documented strange occurrences first in the Midwest, and eventually most of the states. A few missionaries travel the land, scouting for Mythos activity. They send regular reports to the head at the church, who gives orders on procedure. In times of great crisis, the head contacts the order's leader in the Alps for further guidance.

Many in the order are said to be slightly mad. This is due to the not uncommon practice of using the Enemy's powers against him. Too many of the order have died using only prayer and crosses against monsters. This is why the order began to collect occult books rather than destroy them. . . . However, using banishment spells and the like often led to members being influenced by the forces they wished to destroy. Others simply developed death wishes from losing their faith and no longer cared how many innocents might die in the pursuit of crushing the infernal.

This taint has started to infect agents of the order who are based in New York City.

THE ORDER OF THE SWORD OF SAINT JEROME, NYC BRANCH

The agents and their followers in metropolitan New York have carried on the tradition of using fire as the major weapon for destroying evil. They found that it was effective against many foes, including vampires, werewolves, body-hopping sorcerers,

and other gruesome entities. If it can be utterly consumed, usually the menace is gone.

In the early 1990s, the local agents came across Mythos activity in the form of the Cult of the New Millennium. Its leader, Adam Searle, had obtained a copy of *The Book of the Climbing Light,* and had become a worshipper of Cthugha. Searle planned to sacrifice the world to his new god. The order found fighting fire with fire did not work against things such as fire vampires, and eventually stole the book from Searle, learned its magics, and turned the powers of the Mythos on the cultists. (*Keeper's note: the Cult of the New Millennium has been modified from its original description in the* 1990s Handbook.)

Mordechai Walker led that operation. He and his agents summoned fire vampires to destroy the cult's Catskill stronghold. The sole survivor of the battle, he began to realize how using occult fiery forces naturally aligned with the order's usual pyromaniacal solutions to supernatural evil. He did not realize that he had begun to fall under the influence of Cthugha. He reported that Searle's grimoire was consumed by fire, rather than turning it over to his superiors for containment. See pages 120–121 for further details about Mordechai Walker, and page 110 for a description of *The Book of the Climbing Light.*

MORDECHAI WALKER

Walker is in contact with the Church of the First Stone. He has gathered at least twenty to thirty fanatic young followers, and has turned them into informants, spies, and muscle for various operations. He calls them the Guardians of Eden. On the surface they patrol the streets to prevent young and old from becoming victims of crimes.

Walker operates the Rekindle Faith Mission for the homeless in Lower Manhattan, near Battery Park. In the back rooms of the mission are the paraphernalia of the order, along with weapons and equipment they use. *The Book of the Climbing Light* is hidden here.

If Walker or his followers learn of the Sacred Light cult, they will look into it, as it sounds very similar to the Climbing Light.

Through the order's network, they may learn that individuals in their jurisdiction have been inquiring after a book that the order has listed as extremely dangerous. Walker will be asked to investigate these individuals to see if they are in league with the forces of evil.

While investigating the Afflicted, Walker and his men may receive Glimpses of Truth. Due to their psychological make-up, having a more traditional demon to battle such as Ragniir may be subconsciously appealing, more so than Lovecraftian menaces. It is up to the keeper which side the order chooses.

If Walker learns of the existence of Templars in the city, he will inform the main base in Missouri, which will in turn contact the leader in the Alps. A sanction to obliterate the heretics will be issued, with carte blanche for how it is done. If Walker has linked the Templars to the Bringers of the Sacred Light, all involved, including the Afflicted and other investigators, will be targeted for annihilation with *extreme* prejudice. Additional members of the order will be sent to help Walker with the operation.

Truth Papers #5

A Passage from *La Verita Scoperta*

And the Light illuminated the Earth.

When Adam was by Eve deceived
And dared envision the Truth God forbade,
They both the Doom of Death received,
And all man's race was mortal made.

The end of all Illusion removed Paradise,
And mankind was filled with dread;
And Madness came forth and tore their eyes.
All, all were worse than dead.

Woe! Woe! Inhabitants of Earth,
Where blighting cares so keenly strike,
And, spite of rank, or wealth, or worth,
The Truth shall visit all alike.

Who is the man, however strong or great,
Who can escape this true reality?
Who can avoid the dark and awful gate
Of the mortal mind's fragility?

As the Light of Sacred Truth shall fill the air
Comes the reckoning for each man alive;
Fear and rejoice of the freedom rendered there:
The end of humanity shall at last arrive.

10. The Afflicted's Past History

This section mostly accepts what the player of the Afflicted already has made up about his or her character. The keeper should work in

the following extra information if other investigators try to probe their friend's past.

Family and old school reports say that the Afflicted was socially awkward.

The Afflicted collected a lot of science fiction and horror magazines and comics when young. He was very sensitive to the material, and often had nightmares after reading them.

If the Afflicted still has a parent alive, he has saved childhood mementos of the Afflicted. This includes old toys, blankets, books, and comics. One comic in the pile is an old beat up copy of *Captain Destiny* issue #5, which introduces Ragniir and Dimensia Six.

"Demon" target names may appear in the Afflicted's diaries or yearbooks.

If the Afflicted has started taping conversations, arming himself with electrum bullets, etc., searching his apartment should turn up evidence of a lot of his mad activities.

Keepers can develop this material as they see fit.

11. The Afflicted's Family History

Investigators may wonder about the truth of the "psychic powers" of the Afflicted's family. The keeper must modify this section so that it is based on the actual background of the Afflicted—whether the character has living relatives or not, where they might live, and so on. The keeper may need to ad lib in order to present information about Uncle Benjamin. Informants can live in New York or nearby. Uncle Benjamin lived in New York City.

The cover story is known by the Afflicted. Most people who knew Uncle Benjamin will give the cover story as well, unless there is a good reason to say otherwise and they actually know the truth. Who knows and who doesn't is up to the keeper.

The real story of Uncle Benjamin can be obtained from the following sources.

- The Afflicted's living relatives, if they still exist (his mother, his aunt, etc.).
- Uncle Benjamin's best friend Harold Mansfield, who lives in a small apartment in Upper Manhattan.
- An old diary of a family member, possessed either by the Afflicted, a relative, or Mansfield.
- Uncle Benjamin's medical records, death certificate, and the like, possessed either by the Afflicted, a relative, or Mansfield.

Uncle Benjamin

Those who know about Benjamin will not divulge the truth without good reason. For example, they may fess up if the investigators express concern that the Afflicted is going insane.

Cover Story: Uncle Benjamin was always a quiet person. He was very sensitive to being touched, but also to being around people with strong feelings. In his late adolescence, he began to have strange visions. He would claim the world was going to end around the time of the new millennium. He said that demonic forces were at work, trying to rule men's souls. Later in his life, he began to get messages from spirit guides who informed him of future events. Uncle Benjamin never wrote down the events, as he felt the future was fluid—by transcribing what he was told, he might force the future into being as his prophecies of doom portrayed. Uncle Benjamin lived alone, never married, and died at the age of 56 from a heart attack.

Ha-Sepher shel Teefays Or (The Book of the Climbing Light)

In Hebrew, author and date of publication unknown. The only known copy of this book was previously owned by Adam Searle, leader of the Cult of the New Millennium. (See "The Cult of the Sacred Light" on page 104 and "The Order of the Sword of Saint Jerome" on page 108.) It is currently hidden (and well-protected) at Mordechai Walker's Rekindle Faith Mission. (The keeper will have to make up the security measures protecting the book if the investigators try to obtain it for themselves). At the keeper's discretion, the owner of the book may suffer a gradual long-term Sanity loss above and beyond that inflicted by reading it, as Cthugha manipulates the owner's mind for its own purposes. *Sanity Loss 1D3/1D6; Cthulhu Mythos +5 percentiles; average 17 weeks to study and comprehend/34 hours to skim.* Spells: Aid of the Cherubim (Summon/Bind Fire Vampire), Enchant Torch, Fire Dance, Summon the Climbing Light (Call/Dismiss Cthugha).

Keeper's note: this tome has been altered from its original description in the 1990s Handbook.

The Truth about Benjamin: he was an odd one from birth. He often daydreamed. He was very awkward with other children. As he grew, he seemed to avoid his peers. He constantly read books on the occult. In late adolescence, he began to act bizarrely, talked about paranoid conspiracies, heard voices from the devil, did not keep up his hygiene, and withdrew from friends and family. His parents took him to doctors to find out what was wrong. The doctors diagnosed him with schizophrenia. The family had a hard time believing this. Over time, they came up with a cover story for the outside world. The doctors warned the family that there was a significant chance of other family members developing schizophrenia.

Uncle Benjamin could react violently while influenced by his psychosis, and was placed in Bellevue multiple times. He often failed to take his psychiatric medications. He managed to commit suicide by taking an overdose of pills at the age of 56; at that time he was lucid, and was depressed at his situation. The Afflicted was five years old at the time, and was told nothing of the truth about Uncle Benjamin.

Investigators who uncover this information can make Idea rolls.

Those characters inclined towards the occult, or who have Cthulhu Mythos knowledge, tend to think that Uncle Benjamin may have been diagnosed with schizophrenia, but that his illness allowed him to have psychic powers anyway.

Those characters inclined towards scientific rationality (for example, those with Medicine or Psychiatry skills) think that the psychic prophecies of Uncle Benjamin were likely psychotic delusions and hallucinations.

The Afflicted, if confronted with the facts regarding Uncle Benjamin, automatically believes that the visions were true, and that their content drove poor Uncle Benjamin insane. The Mysterious Friend can suggest this to the Afflicted if need be.

12. Psychiatric Help

At some point, the Afflicted's actions will be judged irrational. The keeper must take into account the Afflicted's state of mind when this route of investigation is taken.

If an investigator is also a psychiatrist or other mental health professional with some Psychiatry skill, the keeper can ask for Idea rolls for them, so they can get some of the information contained in this section. Anyone with at least Psychiatry 20% will start to think the Afflicted may have schizophrenia when he develops the intense early symptoms described in the "Course of Madness" section.

The Afflicted may be coming voluntarily (sent by the ISP, for instance), at the urgings of his investigator friends, or he may be brought in handcuffed by police to an emergency room.

If the investigators have made friends with a psychiatrist from other scenarios (for instance, Dr. Peter from "The Wild Hunt" scenario), he will see the Afflicted at any time. If the Afflicted tries to make an out-patient appointment for an assessment, it will take 1D4 weeks to get one at a hospital. Private practitioners will not take new referrals without a letter of reference from the Afflicted's general practitioner.

Keepers can make up their own psychiatrist character and setting, or use the Bellevue Hospital (written up in detail in *Taint of Madness*). If the Afflicted has been taken to an emergency room for bizarre and/or violent behavior, it will be a psychiatric resident on call (Psychiatry 40%) who interviews him, after the ER doctor in charge has medically cleared him. Depending also on his course of madness, the Afflicted may believe most psychiatrists and police officers are nothing more than dweller-demon host bodies.

Using Psychoanalysis on a Psychotic Patient

Doing psychoanalysis with a psychotic patient worsens the patient's symptoms, because psychoanalysis only works on those whose sense of reality is intact. "Treatment" from a non-trained therapist who decides to open his own clinic after reading a few self-help books, or from an investigator who tries to restore Sanity points to the Afflicted, results in the Afflicted "realizing" that the psychoanalyst is obviously one of the enemy. Anyone making a Psychiatry roll or special Medicine roll will understand that. Once the Afflicted is brought back to reality, psychoanalysis skills will work normally, unless the therapy brings up traumatic issues that plunge the Afflicted back into madness.

The Psychiatric Interview

The following will occur, to be modified by the keeper as appropriate.

The psychiatrist arranges for a comfortable private setting.

The psychiatrist tries to be friendly and to put the Afflicted at ease. However, he watches the Afflicted keenly, to assess his behavior and mental state. The Afflicted may notice and get paranoid at that.

The psychiatrist does not argue or disagree with the Afflicted, nor challenge him directly; if asked directly about what he thinks of the Afflicted's story (delusions), the psychiatrist may tell them he does not agree with that thinking, but understands his belief system.

If the Afflicted is aggressive, the psychiatrist will sit near the door for a quick exit. Security guards or orderlies will be nearby or in the room. The psychiatrist immediately terminates the interview if the patient gets agitated. There is a panic button next to the psychiatrist to press if the interview gets dicey.

If the Afflicted is violent when brought in by police, the interview may occur while he is in four-point restraints. Likely the ER doctor or resident psychiatrist will have ordered an antipsychotic stat dose for injection to calm him down. This may knock out or make the Afflicted very weary for 3D6 hours.

The psychiatrist wants to get the following information from the Afflicted: personal information such as name and address, his chief complaint, the history of his current psychiatric problem, previous psychiatric problems, family psychiatric history, medical problems, and family background.

Questions About Suspected Psychosis: for sample questions by the interviewer asked regarding psychotic symptoms, see just below. The keeper should not do an entire interview with the Afflicted; it would take up too much time and ruin the fun for other players. Just do a snippet or two to illustrate how crazy the Afflicted sounds.

- Do ever see things or hear voices?
- Do you have strange experiences as you fall asleep or upon awakening?
- Has the world changed in any way?
- Do you feel people want to harm you?
- Do you have special powers?
- Do you think about the end of the world?

If the Afflicted seems disconnected with reality, the interviewer may ask the Afflicted cognitive testing questions such as the current date, where he is, who people are, and other basic tests of memory and concentration.

Lab Tests and Results: if the Afflicted is managing not to seem psychotic, the psychiatrist arranges a complete blood count, electrolytes, thyroid function tests, urine toxicology screen, and urinalysis. All can be done within 1D2 hours after blood and urine are taken.

If the Afflicted is going to be hospitalized involuntarily, having been deemed dangerous (see below), add the following tests.

- EEG (1D2 days to arrange)
- CT scan (1D4 days to arrange)
- Optional PET scan (2D3 days to arrange)

Optional neuropsychological testing (after the Afflicted is in a non-violent condition, 1D3 weeks to arrange).

Lab Results Profiling Schizophrenia

The blood work should be totally normal. If the Afflicted is using drugs or alcohol, it will show up in the urine toxicology screen.

An EEG shows the same results as described in the Psychic Research section under Routes of Investigation.

A CT scan indicates an increased ventricular size in the brain, which is an associated finding with schizophrenia.

A PET (positron emission tomography) scan measures and maps out metabolism and chemical distribution in the brain. Such a scan on the Afflicted indicates cortical hypofrontality and high activity in the left temporal lobe. Both are sometimes associated findings in people with schizophrenic illness.

Neuropsychological testing (including the Thematic Appreciation Test [TAT], and Rorschach test) will turn up bizarre responses. Keepers can have this occur by saying the tester is holding up a picture of a rotting corpse, or staring eyes etc, even though others see it as ink-blot butterflies, etc.

DIAGNOSIS

Diagnosis depends on the stage of illness. However, if the person examining the Afflicted has Psychiatry 20% or more, he is pretty sure that the Afflicted either is developing or has a psychotic illness. Due to the bizarre nature of the delusions, the illness is likely schizophrenia.

The psychiatrist will explain that schizophrenia is a disorder of unknown causes, characterized by psychotic symptoms that significantly impair functioning and that involve disturbances in feeling, thinking, and behavior. The disorder is chronic and usually has a prodromal phase, an active phase, and a residual phase. The psychiatrist will likely try to find the Afflicted's next of kin, or find someone with an appointment power

of attorney (an investigator?) with whom to discuss treatment decisions. The prognosis for the Afflicted is currently guarded.

HOSPITALIZATION

The Afflicted is unlikely to want to be "treated"—that is, to have his psychic powers dampened by a demon agent of Dimensia Six. However, he can be put there against his will in the following ways.

Involuntary Status: if the patient is a danger to himself or others, he may be admitted to a hospital after being assessed by two physicians (usually one in the ER, the other the attending psychiatrist). There must be an active mental disorder present which is causing the danger to occur.

Emergency Status: a temporary form of involuntary commitment for patients who are dangerous to themselves or others via being senile, confused, homicidal, suicidal, etc. He cannot be hospitalized for more than fifteen days on the basis of this certificate. To hold him longer, he must be declared an involuntary patient.

Patients can ask for a review board to review the grounds of certification. This may occur within a week. If at the time of the review the patient is not dangerous and can survive on his own outside the institution, he must be released (often due to treatment, a patient gets a bit more together before the review, gets out, then relapses and ends up back in the hospital).

Therapy

Although treatment is available, the Afflicted likely considers taking medications or undergoing electroconvulsive therapy (ECT) to be a plot of Dimensia Six, intended to shove him back under the veils of illusion. Encourage the Afflicted to resist treatment. This may include escape attempts, violence, and so on. The Mysterious Friend might have a few ideas. If the Afflicted is institutionalized, the Bringers of the Sacred Light or the Templars could break him out.

However, once the Afflicted has been treated and is responding, he begins to see all of his prophecies, magical thinking, and other delusions as false. The Mysterious Friend vanishes, and the Afflicted remembers that it was only a part of his own mind. The information from *Ye Naked Truths* again is repressed back into the unconscious. After a while, the whole thing seems like a bad dream.

If the psychiatrist tries antipsychotic medications (such as respiridone and olanzipine), the Afflicted needs 2D4 weeks to respond. It takes 1D4 months more to completely resolve all of the psychotic symptoms. If the Afflicted is being noncompliant, he may get his medication by intramuscular injection (e.g., zuclopenthixol, etc.).

If the Afflicted is violent, totally responding to delusions, or in other ways actively dangerous to himself or others, he may be treated with ECT. He responds within 1D4 days. He will then be switched to antipsychotic medications, and follow the same course of recovery as above, until all the symptoms resolve.

There may be psychiatric support groups that the patient can attend in hospital. If he does attend, each month gets him +1 SAN up to a maximum of four Sanity points.

If the Afflicted is maintained on medication for twelve months and is stabilized, the medication can be tapered off to see if the illness was a one shot psychotic break, or if it is chronic. This decision is left to the keeper. Perhaps the Afflicted is back to normal until his next Sanity point loss, whereupon he meets a new Mysterious Friend who says, "Thank the fates you escaped their clutches again!"

COMPLICATIONS TO THERAPY

Confidentiality: the Afflicted may talk about his demon targets with the psychiatrist. Doctors are bound to *confidentiality*—this is the ethical duty to hold secret all information given to them by a patient. Breach of confidentiality can result in legal actions. However, there are exceptions. A major one is *the duty to warn,* which allows the psychiatrist to inform potential victims who are in imminent danger from the patient. (This duty stems from a 1976 case, *Tarasoff v. Regents of University of California.*) Also, to save the life of a patient who is actively suicidal, the psychiatrist can call family or police. It is likely, for instance, that the psychiatrist immediately calls police and notifies likely targets if the Afflicted has related his delusions to the good doctor, and then escaped.

Criminal Responsibility: the Afflicted may have committed crimes, including murder, in responding to his madness. Forensic psychiatrists will get involved to assess the Afflicted's competence to stand trial, and to assess his criminal responsibility. (At any rate, if the Afflicted kills people and gets caught, he will likely end up in prison or in an institution for the criminally insane for some time.)

Competence to Stand Trial: the patient must understand the charges against him, and can assist in his own defense. If he cannot understand the charges, it delays trial proceedings, but does not get him off the hook. If the patient is accused of a severe crime, he may be placed in a mental institution until he is deemed competent to stand trial. To avoid punishment for crimes committed while

insane, he must be found *not criminally responsible by reason of insanity.*

Criminal Responsibility (Insanity Defense): to be considered insane at the time, a psychiatrist must determine that the Afflicted meets the criteria set forth by the American Law Institute. "A person is not responsible for criminal conduct if at the time of such conduct he lacks substantial capacity either to appreciate the criminality (wrongfulness) of his conduct (mental disorder) or to conform his conduct to the requirements of the law."

A mental disorder excluded from this defense is that of Antisocial Personality Disorder. However, there is much controversy over the the ALI's ruling, and many have lobbied to drop the second criterion (that of not conforming one's conduct to the requirements of the law), to prevent psychopathic killers from getting off on insanity pleas.

Aftermath

Many complexities may develop during this adventure.

Criminal Behavior: during the course of the scenario, the Afflicted and associates possibly may commit numerous crimes, including murders. The Afflicted and investigators who allowed these events to happen or who aided their occurrence lose Sanity points. For a minor crime, charge 1 Sanity point; for a major crime, 1D4 Sanity points; for a murder, 2D3 Sanity points.

Psychiatric Stigma: having been diagnosed with a psychotic illness hinders the Afflicted in future investigations. For example, police who run a background check on the Afflicted find that he is prone to delusions, and so dismiss his stories, or even take him to an ER for psychiatric checkup. His Credit Rating drops for those who know of his mental illness. The Afflicted may have to carry bottles of psychiatric medication around which may be discovered by non-player characters. After the Afflicted recovers from his illness, he has a 25% chance of regularly developing clinical depression costing 1D3 SAN. Uncle Benjamin had this, and committed suicide. The same thing may happen to the Afflicted.

Getting Treatment for the Afflicted: investigators who help bring in the Afflicted and get him treatment gain Sanity points for this act of human kindness: add 1D6+1 SAN for each participant.

The Bringers of the Sacred Light: with or without the Afflicted, the cult may continue to flourish. Cultists may hound the Afflicted to make him insane and thereby bring him back. Perhaps they help the Afflicted break out of prison or a mental institution. Seekers of "truth" may continue to join. This cult connection will always be a source of pain for the Afflicted while he remains sane.

The cult may enlarge. Knightsbridge may be instrumental in setting up a stable base. Keepers can have a wealthy millionaire interested in psychic research endow the cult with a stable income. If the Afflicted has performed any successful Summoning of the Sacred Light, other Mythos cults may learn of it. Followers of Nyarlathotep's cults may send donations to help support the group, as may the minions of NWI. After all, their goals are to reduce humanity to utter insanity before the End.

At the keeper's whim, the Afflicted and the other investigators may lose SAN in the future when cult misdeeds come to light.

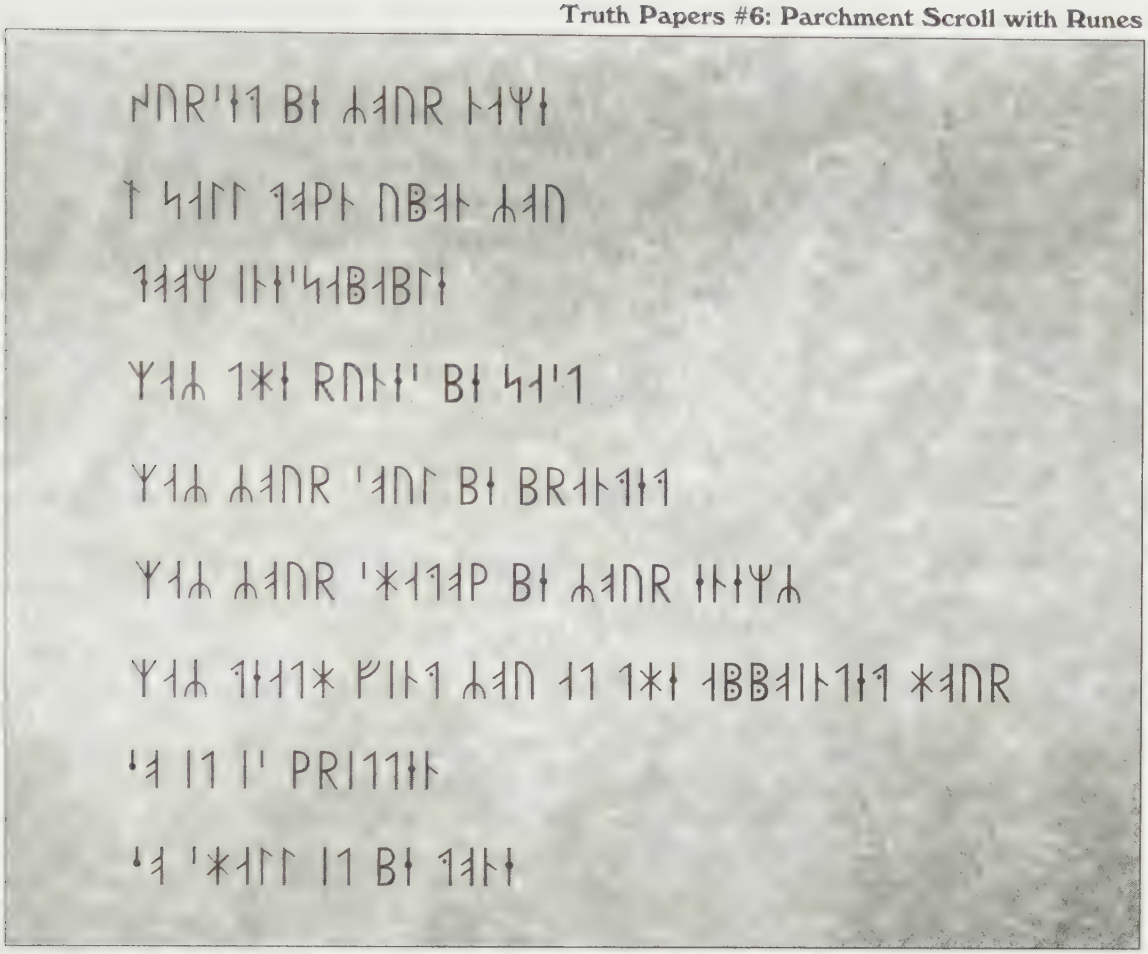
Knightsbridge and the Templars: destroying Knightsbridge earns investigators +1D6 SAN. Wiping out the entire NYC Templar society nets a +1D10 SAN award for ridding the city of this Mythos scum.

The Order of the Sword of Saint Jerome: if the agents sent to destroy the Bringers of the Sacred Light fail, others will likely follow. If the order learns of the existence of the Templars, a new crusade may be called to track them down and wipe them out, resulting in a bloody mystic gang war. Lastly, investigators may come after the order itself, convinced that these pyromaniac fanatics are agents of the Mythos, and need to be wiped out.

Dreamlands: if some player characters are Dreamers, the keeper may have such investigators run into a real Ragniir and minions, created by the fevered dreams of the Afflicted. As the Bringers of the Sacred Light grow in number, their concentrated belief gives more power and menace to the dream manifestation of Ragniir. After a while, Ragniir's power may be such that he does indeed begin to invade the Waking World. The Afflicted's prophecies at last come true—even if they were self-fulfilling! If the keeper uses this option, Ragniir can intrude upon the dreams of anyone who received a Glimpse of the Truth. Statistics for Ragniir and the dwellers of decay are found among the non-player characters at the end of the scenario.

Relapse: as mentioned before, the Afflicted may lose sanity again and relapse to once more trying to save the world in comic book fashion. Investigators may decide the safest thing to do is kill the Afflicted. Such a course of action should bring the hefty loss of 2D3+2 Sanity points for killing a colleague, especially one handicapped with mental illness. Other consequences could include a police investigation and retribution by Daoloth himself.

Truth Papers #6: Parchment Scroll with Runes



What is Reality?: in theory, a satisfactory conclusion for the scenario is that the investigators and Afflicted never learn the truth. Welcome to reality.

New Spells

BESTOW GLIMPSE OF TRUTH

The spell costs the caster 1D3 Sanity points and 10 magic points. Caster and target match magic points on the Resistance Table. If the caster succeeds, the victim of this spell loses 5 Sanity points and goes temporarily insane for 1D10 x10 game hours.

Compared to the spell Mindblast described in the *Call of Cthulhu* rules, there are two differences. The first is that the target can voluntarily choose not to resist the magic point vs. magic point struggle, so that the spell succeeds automatically. The second difference is that the substance of the victim's consequent madness is dictated by the caster's perceptions—the Glimpse of Truth bestowed is that Truth known subjectively by the caster.

Example: *the Afflicted asks a friend to receive a Glimpse of the Truth. His friend agrees. The friendly target automatically gets Mindblasted. The target might end up stupefied, catatonic, or manifesting some other behavior or reaction but, while in that state, the friend sees Dimensia Six, weird toad demons, the Mysterious Friend, etc., until he recovers. The caster believes he is helping the victim see reality as it really is.*

CASTING OF THE RUNES

> *. . . One who, having once looked*
> *round—walks on,*
> *And turns no more his head,*
> *Because he knows a frightful fiend*
> *Doth close behind him tread.*
> —Coleridge, "Rime of the Ancient Mariner."

Casting of the Runes is an ancient spell used to bring doom upon an enemy. It is usually cast when the sorcerer wants the death to be long and torturous, and to appear natural.

The caster inscribes a parchment with ancient runic symbols. It costs 2 POW and 1D8 SAN to enchant the parchment. The parchment must be handed by the caster to the target in some manner, perhaps concealed in some object. Using a go-between will not work.

A few hours after the gifting occurs, the victim will be alerted via a demonic voice or vision in his head that he has two weeks before the End. After that, the victim begins to feel watched. He will not like being alone. The victim experiences a growing sense that things are not right. Sleep becomes

restless. Subtle things start occurring: doors open by themselves, elevators get stuck between floors, the lights go on and off. Gusts of warm air play around the victim's body. The anxiety grows into a brooding black depression. The events of the first week cause the victim to lose 1 SAN point a night. The next week, the curse grows more powerful; for example, while getting into bed under the covers, the victim's hand may touch a inhuman fang-filled mouth; the victim may glimpse the haunting demon reflected in glass, hear devilish music no one else can, etc. No one else will ever witness these events. The victim will develop a worn, anxious appearance. SAN rolls are made every night (1D2/1D4). The last two days before the appointed time, the victim is relieved of the feeling of being watched, but that doom still hovers over his head. During these last days, others seeing the victim will often think they see another person standing near him, although there is no one there. At midnight of the last day, a demon will appear to destroy the victim. If anyone else is around at that time, they will see a hazy form coming at the victim. If they try to intervene, they too, become targets for the demon.

The demon will try to chase the victim, or frighten them enough to cause a fatal accident of some kind. Otherwise they attack to kill with psychic damage.

The only way to escape the hex is to pass the runic parchment back to the caster. Go-betweens will not work. Since the caster will likely be on guard, it usually takes a clever plan to save the victim.

If the parchment is destroyed, the curse remains and the victim is doomed to be visited. To pass the parchment to someone else who is not the caster will not remove the curse on the victim, but will cost 1/1D2 Sanity for trying to hex another with the curse. Killing the caster will not stop the curse from occurring. If the runes *are* successfully passed back, the caster becomes the victim of the demon at the appointed hour.

The enchanted parchment itself is magicked to try to destroy itself. When first discovered, and anytime it is removed to be looked at, it will try to fly into a fire, or out a window, unless an investigator in the room makes a DEX x5 roll. When it is discovered, use *Truth Papers #6* on page 115 as the parchment.

At midnight of the appointed day, the demon appears for either the victim or the caster.

The demon is a horrible hopping creature in white, with bat-like wings, horned head, snouted face, and glowing green eyes. It is more of the spirit plane than of earthly substance. It functions like a wraith (see the *CoC* rule book). It has INT 15 and POW 30. Each time it attacks, it matches its POW versus the target's, and if it succeeds, it drains 2D6 POW from the victim. If it loses, the demon loses 1D6 magic points. The demon can be harmed by spells and enchanted weapons. (Damage is inflicted to POW instead of hit points.) An Elder Sign or Prinn's Crux Ansata can block it, but it will come back over and over until it is dealt with. Victims who die appear as if they were frightened to death, and a coroner will say the victim died of a massive heart attack.

ILLUMINATE UNBELIEVERS

Subjects the target to dreams with content specified by the caster. The target must be asleep and within 20 miles. The spell costs a varying number of magic points and 1D3 Sanity points. To succeed with the spell, the caster and target match magic points on the Resistance Table. With a success, the spell lasts two game minutes per magic point contributed to it. The caster thoroughly believes he is letting the target see reality as it really is—Ragniir, the frog-like demons, the Mysterious Friend, etc. Upon waking, the dreamer-victim's experiences of the lucid nightmares are so real that he thinks maybe it wasn't just a dream, resulting in a 1D4 SAN loss.

This is a modification of the spell Send Dreams, described in the *Call of Cthulhu* rules. For more information, see that entry. If the matter arises, dream visions of Mythos entities or any Sanity shaking image cost one-tenth of the normal Waking World Sanity point loss. This spell also differs in two ways from Send Dreams. The first is that no special equipment or lengthy procedure is needed, as with Send Dreams. The second difference is that these dreams entirely reflect the caster's subjective reality concerning the peril of Dimensia Six.

LIGHT OF SACRED TRUTH

This is a variation of the spell Call/Dismiss Deity, which is described in the *Call of Cthulhu* rules. This version calls down an avatar of Daoloth, The Sacred Light—the Render of Darkness. The spell can be cast only at night under a cloudless or mostly cloudless sky. A small representation of Daoloth (it need not be an accurate representation) must be near the caster or the spell fails.

The spell withdraws all magic points from the caster, and so the caster falls unconscious before the Render descends. Others chanting with the caster each add 1 magic point to the pool; if other participants know the spell, they can contribute additional points up to all of their magic points. The total of all these magic points equals the D100 chance that the spell succeeds. For each magic point cast, the group chants a game minute, but never more than 100 game minutes in total.

The beam first shines only on the fallen caster, then begins to expand in a widening cone to a maximum radius at the base of ten feet per magic point sacrificed. When the radius reaches its maximum

limit, the cone of light flares, dims, and then rolls up—back into the sky—and disappears.

All who are caught by this harsh, clear light are granted the *Gift of Truth*—the veil of earthly illusion is rent, and the illuminated understand the ghastly depths between the stars and galaxies, and know the terrors that lurk there. They can see the ultimate dimension. The targets of the Gift see monstrous horrific shapes, see touches, see tastes—all is visual. Only the blind are unaffected by the Gift. People exposed to the Gift immediately lose 1D10/1D100 SAN. Every day thereafter, another 1D6 SAN is lost, except for those who gouge out their eyes and thereby stop feeding this visually linked Sanity loss. The other way to remove the horrific visions is to be touched by an object that represents Daoloth, and for the sufferer to will the Gift to vanish.

There is no way to reverse the initial Sanity loss. Players who devise reasonable plans to slow or otherwise combat this Sanity loss deserve attention and encouragement.

Those who already know the Truth (true believers of the Afflicted's teachings) are unaffected by the new Gift. Those who have seen Glimpses of the Truth or who have been Illuminated with the caster's mad vision are also unaffected, as long as they believe it *is* the Truth. These individuals and the Afflicted wish for *others* to see the Truth, not themselves, and therefore the Render passes them over.

To dismiss the Render, see the Call/Dismiss Deity spell in the *Call of Cthulhu* rules. Statistics for the Render are found further below.

SUMMON/BIND DWELLERS OF DECAY

Known only by Ragniir, the spell causes 1D10 dwellers of decay to rise up from the nearest pond, bog, or marsh, and lurch eagerly to join Ragniir. The magic point cost varies. For each magic point contributed to the spell, increase the chance for a successful cast by ten percentiles. A result of 96–00 is always a failure.

If the spell is cast by a human, the appearance of each dweller also costs him or her 1/1D6 Sanity points. To summon in daylight or twilight, the caster must also possess a closed box with a lid tight enough that no light can enter; to summon at night, the box must be open.

Statistics

People

The following are the main non-player characters who appear in this scenario. Each entry includes what a successful *Know roll* would yield about the character. An *Inside Information* entry reports on facts/rumors/stories about the character, obtained by an appropriate skill roll or via a player character background. The keeper must create role-playing opportunities to obtain this information. Finally, a brief *Plot* note tells the keeper how to use the character to enhance the scenario.

DAVE ARCHER

Know Roll: NY comic or hobby enthusiasts know Archer owns the Eye in the Sky bookstore. He faithfully attends every science fiction and fantasy convention in New York City.

Insider Knowledge: Archer loves to live in fantasy as much as possible, but also is able to deal with the real world just enough to get money to keep buying his comics.

Plot: Archer could be a source of whacked out information for investigators regarding science fiction, fantasy, and horror.

Dave Archer, age 39, Comix Store Owner (p. 101)

STR 12	CON 12	SIZ 13	INT 11	POW 12
DEX 10	APP 11	EDU 12	SAN 50	HP 13

Damage Bonus: +1D4.

Weapons: Fist/Punch 55%, damage 1D3+1D4

Skills: Accounting 20%, Anthropology 15%, Archaeology 10%, Comic/Sci-Fi/Horror Lore 88%, Computer Use 50%, Credit Rating 50%, Cthulhu Mythos 01%, Ogle Woman Customer 90%, Spot Hidden 10%, Spout Nerdism 85%.

Appearance: Archer is a thin man with a balding head, goatee beard, pony tail, blue jeans, and sandals. His T-shirts bear tired clichés.

DR. LIONEL BARRETT

Know Roll: parapsychologists know of Dr. Barrett as a reputable scientist. He is following in the footsteps of his uncle, whose name he shares. He is more skeptical than other parapsychologists. He is the current head of the ISP. He has done fieldwork linking electromagnetic radiation to paranormal phenomena. A successful Library Use roll locates his papers in various academic journals.

Insider Information: Barrett is very much like the young Dr. Holden who started the ISP. Barrett is ruthless in unmasking charlatans and frauds. He is a friend of the Amazing Randi. He dedicated his life to scientific pursuit of the truth after he learned his uncle died during the investigation of a so-called haunted house.

Plot: Barrett accepts rational explanation whenever possible. He does not wish to allow proof of true paranormal phenomena to be brought forth, as it will shatter his view of the universe. If such evidence arises, or if he loses SAN while discovering

such evidence, he may become obsessed with destroying and discrediting it, so much so that he becomes physically dangerous. This is reflected in his high POW rating and low SAN rating.

Dr. Lionel Barrett, age 49, Prof. of Physics (p. 95)

STR 12	CON 12	SIZ 16	INT 18	POW 16
DEX 14	APP 13	EDU 25	SAN 40	HP 14

Damage Bonus: +1D4.

Weapons: Fist/Punch 50%, damage 1D3+1D4

Skills: Astronomy 40%, Chemistry 20%, Computers 49%, Mathematics 60%, Operate Hvy. Machine 52%, Physics 75%, Electrical Repair 75%, Library Use 80%, Occult 60%, Persuade 40%, Psychology 30%, Spot Hidden 60%.

Appearance: a tall lank individual in his late forties, with clean-shaven rough features and well-combed red hair. He speaks in an upper-crust British accent. He dresses in earth-tone sports jackets and slacks.

ARCHIBALD DENTON

Know, Insider Knowledge, and Plot: only what the investigators find out as described in the scenario.

Archibald Denton, age 77, retired teacher (p. 104)

STR 04	CON 06	SIZ 08	INT 14	POW 10
DEX 06	APP 08	EDU 14	SAN 40	HP 07

Damage Bonus: –1D6.

Weapons: none.

Skills: Curse at People 55%, Insult People 90%, Spit at People 67%.

Appearance: a man in his old age, shriveled and stuck on a wheelchair. He is dressed in sweaters and blankets by the staff of the home in which he resides.

ALONSO DI GIACOMO

Know Roll: it is unlikely that anyone outside the Order of Saint Jerome knows much about the good Alonso.

Insider Knowledge: di Giacomo is a well respected member of the library staff, and is acquainted with several influential cardinals. His early life was unremarkable. He has lived in Rome all of his life. He finished a Ph.D. in History, then took orders at the age of thirty. Later he spent some years as a Benedictine monk, but has since resigned all but a lay connection with the church. He is directly in charge of a rare book collection in the Vatican library, including responsibilities for the acquisition and care of numerous priceless volumes.

Plot: di Giacomo found many horrible truths in researching his doctoral thesis on the Crusades. The dark evil he uncovered shook his soul, enough that he eventually joined the Benedictines for solace. His skills and devotion were noticed by the Order of the Sword of Saint Jerome, who convinced him to enter their ranks. He has helped create copies of numerous tomes from the Z-collection for the order's base in the Alps. He also has learned a few spells, for he also subscribes to the Fight-the-Enemy-with-Its-Own-Tools mentality. However, he often wonders if burning all the books might not be an even safer course. It is unlikely that di Giacomo will become a regular cast member in a campaign, unless investigators impress him enough that he considers them reliable allies against Satan.

Alonso di Giacomo, age 72, Administrator of the Vatican Z-Collection (p. 107)

STR 08	CON 10	SIZ 10	INT 18	POW 15
DEX 10	APP 13	EDU 25	SAN 38	HP 10

Damage Bonus: +0.

Weapons: Fist/Punch 25%, damage 1D3
Heavy Book 35%, damage 1D6

Skills: Accounting 50%, Anthropology 55%, Archaeology 60%, Computer Use 40%, Credit Rating 80%, Cthulhu Mythos 12%, History 80%, Library Use 83%, Occult 75%, Psychology 70%, Spot Hidden 20%, Theology 83%.

Languages: English 80%, French 70%, German 70%, Greek 85%, Hebrew 70%, Italian 85%, Latin 80%.

Spells: Dismiss Nyogtha, Dismiss Shub-Niggurath, Dust of Suleiman, Eibon's Wheel of Mist, Elder Sign, Eye of Light and Darkness, Powder of Ibn-Ghazi, Seal of Isis, Voorish Sign.

Appearance: a spry senior, his dark eyes have a mysterious quality as if they look into things rather than at them. Under his suit and tie is a chain around his neck from which hangs a golden cross—if ever held and studied closely, the cross is seen to have a small Elder Sign engraved on its back.

JOHN GRANT

Know: law enforcement officers and shopkeepers who live in lower Manhattan may recognize Grant as having a long history of criminal behavior.

Insider Knowledge: Grant currently works for some loan sharks connected to the local Mafia. His girlfriend is Molly, a part-time prostitute who lives in Little Italy. He likes to bully and get the best of his victims.

Plot: as per the Demon Target section in the scenario.

John Grant, Afflicted's age+1 year, Thug (p. 103)

STR 17	CON 17	SIZ 18	INT 11	POW 08
DEX 10	APP 11	EDU 08	SAN 40	HP 18

Damage Bonus: +1D6.

Weapons: Fist/Punch 65%, damage 1D3+1D6
Brass Knuckles 65%, damage 1D3+2+1D6
.45 Automatic 60%, damage 1D10+2
Switchblade Knife 48%, damage 1D4+1D6

Skills: Dodge 30%, Fast Talk 44%, Hide 50%, Intimidate 44%, Law 5%, Listen 38%, Pick Pocket 40%, Sneak 59%, Spot Hidden 65%, Street-Smart 60%.

Appearance: Grant is a mountain of muscle. His clean-shaven face is scarred and he wears a permanent scowl. His hair is in a buzz cut style. He dresses like a stereotypical Mafia hoodlum, complete with pinstriped suit.

DR. NATHANIEL KNIGHTSBRIDGE

Know Roll: those in parapsychology circles know of Dr. Knightsbridge as a man on a quest to substantiate his theories concerning psychic powers—that they exist. He is a respected scientist. He admits to be without tangible proof that psychic powers exist. However, he often publishes articles about theories of psychic phenomena.

Insider Information: Knightsbridge is a charming man who is also very naive at times. His dream of discovering and quantifying psychic forces sometimes blinds him to the truth of things. He is a good friend to Dr. Barrett, who acts as a counterbalance to Knightsbridge. Knightsbridge came from France when he was twelve years old, which is why he speaks with a slight French accent when agitated. His mother was the daughter of the famed anthropologist Victor Sarbon, who vanished under mysterious circumstances in the 1930s. Some of Knightsbridge's friends know he is also a member of the Freemasons, and belongs to a lodge near Morningstar Park. Careful investigation into his finances reveals that Knightsbridge has a few Swiss bank accounts, and owns various homes around the world he cannot afford on his salary alone. Knightsbridge lives in a large condominium near Times Square (he has no Mythos/Templar-related materials on the premises).

Plot: Dr. Knightsbridge is the grandson of Victor Sarbon, one of the former leaders of the Templar Order (see *Glozel Est Authentique!*, published by Theater of the Mind Enterprises, Inc.). After some meddlesome investigators had discovered evidence of the cult in the town of Glozel, the Order of the Sword of Saint Jerome came in to burn the area down. Sarbon kept his involvement secret, but decided to relocate the Templar power base to the Americas. Having no sons, he waited until his only daughter gave birth to his grandson—his heir. Sarbon taught the young Nathaniel all about the Templars, and groomed him for a position of power. When Sarbon died, Knightsbridge became the Templar lord for the East Coast. Knightsbridge's personal goal is to obtain and siphon off energy from alternate planes to increase his own personal powers, for the sake of power alone. Although he pretends to want to prove the existence of psychic powers, he is as ruthless as Barrett in suppressing any evidence when he comes across it. See "Knightsbridge's Secret" on page 97 for more details.

Dr. Nathaniel Knightsbridge, age 48, Sorcerer-Psychologist and Templar Grand Master (p. 96)

STR 13	CON 14	SIZ 10	INT 17	POW 20
DEX 15	APP 17	EDU 23	SAN 0	HP 12

Damage Bonus: +0.

Weapons: Fist/Punch 50%, damage 1D3
.38 Automatic 50%, damage 1D10

Spells: Call/Dismiss Shub-Niggurath, Casting of the Runes, Create Zombie, Flesh Ward, Mesmerize, Mind Exchange, Prinn's Crux Ansata, Resurrection, Shrivelling, Spirit Transfer, Summon/Bind Byakhee, Summon/Bind Dark Young of Shub-Niggurath, Summon/Bind Star-Vampire, Summon Ghost.

Skills: Anthropology 35%, Archaeology 20%, Cthulhu Mythos 38%, Credit Rating 70%, Hypnosis 80%, Library Use 60%, Occult 80%, Persuade 40%, Psychiatry 40%, Psychology 80%, Spot Hidden 40%.

Magic Items: Templar Insignia. Adds 5 percentiles to rolls to successfully cast and resist spells.

Appearance: a tall man in his late forties, with a neat beard and moustache, and black hair with distinguished gray streaks. He dresses dapperly in fine suits, and smokes fine cherry wood pipes. Underneath his shirt is a necklace with the insignia of the Templars (his Templar Sigil). There is an air of skepticism about him, as if he has heard it all. He has.

Average Templar Goon, follower of Knightsbridge and the Templar Order

STR 15	CON 15	SIZ 15	INT 10	POW 08
DEX 12	APP 10	EDU 10	SAN 0	HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch 70%, damage 1D3+1D4
.38 Automatic 60%, damage 1D10
Uzi Submachine Gun 40%, damage 1D10+burst

Skills: Cthulhu Mythos 1%, Drive 60%, Fast Talk 30%, Intimidate 50%, Martial Arts 40%, Occult 20%, Pick Pockets 30%, Sneak 50%, Spot Hidden 40%, Throw 60%.

DAVE PIKE

Know Roll: fellow students and NYU departmental staff know Dave Pike as a bright young man who plans to finish his Master's degree and press on for a double doctorate in medieval metaphysics and psychology. He lives on the NYU campus in a residence, never having joined any fraternities.

Insider Knowledge: Pike's M.A. thesis is "Portents and Omens in Classical Rome." It is an advanced work that his supervisors say shows signs of genius. He has been at ISP for a year. He keeps to himself and has no friends. Pike and his family were front page news about ten years ago, when his home was the scene of frenzied poltergeist activity; those remembering this think the event sparked Pike's interest in the paranormal.

Plot: Dave has latent psychic powers of telekinesis, although he does not know it yet. In a subconscious way, Pike has been hanging out at the ISP because he knows there is something to the paranormal. If he receives a Glimpse of the Truth, this will accidentally result in a display of his power. Keepers can decide how strong they wish to make Pike. Pike is left as a wild card. If Knightsbridge finds that Pike has paranormal abilities, he will decide that Pike would also make a wonderful sacrifice to Shub-Niggurath.

Dave Pike, age 23, Psychokinetic Scholar (p.96)

STR 14	CON 15	SIZ 14	INT 17	POW 15
DEX 14	APP 16	EDU 16	SAN 47	HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch 65%, damage 1D3+1D4

Psychic Power (Poltergeist Storm)—done under stress; for 10 magic points, he sends small objects hurtling across a room for 1D6 game rounds. Characters present in the room must successfully Dodge or get hit for 1D3–1 damage from flying debris. Keepers can modify Pike's power as they see fit if he becomes a supporting character.

Skills: Anthropology 12%, Archeology 10%, Computer Use 30%, Cthulhu Mythos 07%, Dodge 40%, Drive Auto 40%, Hide 50%, History 49%, Library Use 50%, Occult 25%, Psychology 40%, Spot Hidden 40%.

Languages: English 85%, Greek 30%, Latin 44%.

Appearance: Pike is a rugged good looking man in his mid-twenties, with piercing gray eyes. He dresses in a very casual manner.

RALPH PICKMAN

Know, Insider Knowledge, and Plot: only what the investigators find out as described in the scenario.

Ralph Pickman, age 61, Ret. Comics Artist (p. 102)

STR 08	CON 10	SIZ 08	INT 12	POW 10
DEX 08	APP 10	EDU 14	SAN 40	HP 09

Damage Bonus: –1D4.

Weapons: none.

Skills: Tell Long Convoluted Stories 99%.

Appearance: a man in his early sixties, he is well kempt. This is because the staff tends him. By himself he is unable to do his buttons of his shirt, clean his teeth, or shave.

LARRY TOLKIEN

Know: investigators in the business world probably know that Tolkien is a major shareholder of Tolkien Incorporated, a large brokerage firm located in the World Trade Center.

Insider Knowledge: Tolkien is obsessed with money. He is a narcissistic bastard who would sell his own mother if he thought he could make a profit. He always operates within the law. He has three ex-wives and numerous mistresses.

Plot: as described above in the "Demon Target" section.

Larry Tolkien, Afflicted's age, Trader (p. 104)

STR 14	CON 13	SIZ 15	INT 14	POW 15
DEX 14	APP 18	EDU 18	SAN 75	HP 14

Damage Bonus: +1D4.

Weapons: Fist/Punch 60%, damage 1D3+1D4
.38 Automatic 45%, damage 1D10

Skills: Accounting 78%, Bargain 89%, Computer Use 25%, Credit Rating 90%, Dodge 55%, Drive Auto 46%, Fast Talk 78%, Law 38%, Persuade 75%, Psychology 60%, Ride 55%.

Languages: Chinese (Mandarin) 50%, English 90%, French 60%, German 40%.

Appearance: Tolkien is a charismatic and handsome man. He dresses in the most expensive suits money can buy. He has perfect teeth, glittering dark eyes, and a moustache.

MALCOLM TRENT

Know, Insider Knowledge, and Plot: only what the investigators find out as described in the scenario. The license for his handgun has expired.

Malcolm Trent, the Afflicted's age+15 years—a man on the edge (p. 104)

STR 11	CON 09	SIZ 15	INT 08	POW 07
DEX 08	APP 09	EDU 10	SAN 35	HP 12

Damage Bonus: +1D4.

Weapons: Fist/Punch 65%, damage 1D3+1D4
.44 Magnum Revolver 67%, damage 2D6+2

Skills: Accounting 10%, Drink Beer 75%, Fast Talk 45%, Steal from Friends 60%, Tell Unfunny Stories 85%.

Appearance: a man in his forties, Trent has a large beer belly, reddish nose, and bloodshot eyes. His hair is balding in chunks. He wears old clothes covered with food stains.

MORDECHAI WALKER

Know Roll: investigators involved with charity work in the lower Manhattan area may know of Father Walker. He runs a mission near Battery Park.

Insider Knowledge: Walker runs the Rekindle Faith Mission. It serves the homeless of the Battery Park area. Walker is considered a very charismatic man, and gives wonderful sermons describing the burning love of God and the temptations sent from the flaming pits of Hell. A number of young people have become devout followers of the man, and have formed a group called the Guardians of Eden. This group patrols the streets to protect the young and the old from criminals. Walker has been living in New York since 1985, having been ordained in Missouri at the Church of the First Stone. Walker lives at the mission. He has a fiery hatred for those who run to do evil.

Plot: see "The Order of the Sword of Saint Jerome" on page 108 for more details. Since becoming tainted, he has dreamt of being as one with the angels, brandishing a sword of flame to guard the gates of Heaven. It is this dream that helped him form the Guardians of Eden, referring to the angel stationed at the gates of Eden with a fiery sword. Although at one time he thought the spells in the book he took from Searle were from Satan, Walker is starting to believe that the words invoke the Divine Power. He has started to teach some of the spells to his truly fanatically loyal followers. He has instructed all followers in the ways of using flames to battle evil. In a sense, Walker is becoming another Adam Searle, although he cannot see it.

If Walker sees a Glimpse of the Truth, his low Sanity will be disrupted enough that he will accept without question the reality of the demon hordes of Ragniir. However, evidence of Templar involvement will indicate to him that it is all a deception.

Mordechai Walker, age 40, slightly crazed agent of the Order of the Sword of Saint Jerome (p. 109)

STR 14	CON 15	SIZ 16	INT 14	POW 17
DEX 14	APP 18	EDU 16	SAN 28	HP 16

Damage Bonus: +1D4.

Weapons: Fist/Punch 75%, damage 1D3+1D4
7.65mm Automatic 30%, damage 1D8
Flare Gun 50%, damage 1D10+1D3 burn
Flame Thrower 75%, damage 2D6+shock
Molotov Cocktail 80%, damage 2D6+luck to burn
Sword 65%, damage 1D8+1D4 (+1D6 when flaming*)
**Walker can use Fire Dance in a way that creates a blazing sword. He needs to light the sword up with a match etc, and it will burn for 4D6 rounds, or until he loses his concentration on keeping the fires dancing along the blade. (The keeper can make a POW x5 roll for Walker whenever he or she feels that Walker's concentration might be disrupted; a failed roll means that the flames go out.)*

Spells: Aid of the Cherubim, Enchant Torch, Fire Dance, Summon the Climbing Light.

Skills: Accounting 10%, Archeology 30%, Computer Use 30%, Credit Rating 60%, Cryptography 40%, Cthulhu Mythos 13%, Fast Talk 70%, Martial Arts 50%, Occult 50%, Persuade 80%, Spot Hidden 50%, Throw 80%, Track 75%.

Languages: English 80%, Hebrew 40%, Latin 60%.

Magic Item: the tome *Ha-Sepher shel Teefays Or* (see the sidebar on page 110).

Appearance: a tall good looking man, with strong chiseled features. His eyes are bright green. He is clean-shaven. He dresses in black with a priest's collar. He carries a small Bible wherever he goes. His smile is so bright his teeth practically sparkle.

Average Guardian of Eden Goon, follower of Mordechai Walker

STR 13	CON 15	SIZ 14	INT 12	POW 14
DEX 12	APP 13	EDU 12	SAN 50	HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch 55%, damage 1D3+1D4
.32 Automatic 30%, damage 1D8
Flare Gun 30%, damage 1D10+1D3 burn
Flame Thrower 45%, damage 2D6+shock
Molotov Cocktail 60%, damage 2D6+luck to burn

Skills: Cthulhu Mythos 1%, Drive 40%, Faith 88%, Fast Talk 30%, Martial Arts 40%, Occult 10%, Sneak 50%, Spot Hidden 40%, Throw 60%.

Each Guardian also carries a Bible and cross. Walker has three insanely loyal followers who each know Enchant Torch and Fire Dance (the flaming sword version known by Walker).

Creatures

ADOLPH, the Mean German Shepherd

STR 14	CON 13	SIZ 13	INT 01	POW 10
DEX 14	Move 10	HP 13		

Damage Bonus: +1D4.

Weapons: Bite 55%, damage 1D4
Knock Down 60%, damage 1D4+1D4, then match STR vs. target SIZ on Resistance Table to keep target down and bite.

Skills: Bark Menacingly 99%, Listen 75%, Scent 80%, Sneak 40%, Spot Hidden 40%, Track 60%.

Appearance: a large and nasty trained attack dog. It wears a spiked collar with the tag "Adolph."

DWELLERS OF DECAY, demon servitors (p. 91)

characteristic	*roll*	*average*
STR	4D8	18
CON	4D8	18
SIZ	4D6	14
INT	3D6	10–11
POW	3D6+3	13–14
DEX	2D8	9
Move 8		HP 16

Av. Damage Bonus: +1D4.

Weapons: Claw 35%, damage 1D4+db
Grapple 35%, damage special
Pain Whip 35%, damage sharp searing pain compelling obedience*
**effects are identical to those of the Dominate spell as cast by an individual with POW 15.*

Armor: 1 point scaly hide. Regenerates 1 hit point per game round. Mundane weapons do minimum damage. Magic and enchanted weapons do full damage.

Spells: Contact Ragniir, plus any three of the following—Cloud Memory, Dweller Hypnosis, Implant Fear, Implant Suggestion (Dreamlands), Mindblast, Shrivelling.

Skills: Cringe 60%, Gibber 80%, Hide 80%, Listen 40%, Slosh 80%, Sneak 80%, Spot Hidden 35%, Worship Ragniir 99%.

Appearance: bluish frog-like creatures the size of bears. They seem half-blob and half-gaseous. They give off a horrid fishy stink and move in sickening ways. Ragniir commands them.

Sanity Loss: 1/1D6 Sanity points to see a dweller of decay.

DWELLER POWERS

Possession: match dweller's POW vs. target's POW. Success allows the dweller to enter the target's body as a spirit, and to possess him or her. The victim loses consciousness until the dweller leaves or is driven out.

Dweller Hypnosis: by varying its shrill cries and obscene gestures, a dweller who concentrates on a single target can put that person into a trance state. For each verbal command, call for a successful POW vs. POW match on the Resistance Table. With a success, the victim may struggle against the command, but soon must perform it. With a failed match, the victim halts and does nothing. With two consecutive Resistance Table failed matches, the victim's trance state is broken, and he returns to normal. This power costs 1 magic point per command given.

Keeper's note: the dwellers' spells, weapons, their psychic Possession power, and any damage they inflict can be "disbelieved" by a character with a D100 roll of POW x3 or less in a particular round—this defense completely negates the spell, power, or attack.

RAGNIIR, Lord of Dimensia Six (p. 92)

STR 24 CON 21 SIZ 18 INT 20 POW 30
DEX 14 Move instantly anywhere in line of sight
HP 20

Damage Bonus: +2D6.

Weapons: Claw 80%, 1D6+2D6+POT 21 poison
Eye-Beam 75%, damage 3D10, disintegration beam of black crackling negative energy, range is line of sight, costs 3 magic points per blast.

Armor: 4 point chitin. Regenerates 4 hit points per round until dead. Mundane weapons do no damage; magic and enchanted weapons do normal damage.

Skills: Act Melodramatically 100%, Cthulhu Mythos 35%, Gloat 100%, Laugh Eerily 100%, Laugh Insanely 100%, Laugh Megalomaniacally 100%, Smirk 100%, Scheme 100%.

Spells: Cloud Memory, Implant Fear, Implant Suggestion (Dreamlands), Mindblast, Mesmerize, Power Drain, Shrivelling, Summon Plague, Summon/Bind Dwellers of Decay.

Appearance: a tall thin apparition of evil incarnate. It resembles an anorexic lobster-like humanoid, dressed in a dark cloak that ripples as if touched by unseen spectral winds. Its head is horned, and it possesses a single black space in the middle of its face, which seems to be its eye. Its mouth is fanged, and drips a green ichor. Nonetheless, its face conveys humanlike emotions.

Sanity Loss: 1/1D10 Sanity points to see Ragniir.

RAGNIIR'S POWERS

Possession: match Ragniir's POW vs. the target's POW. Success allows Ragniir to enter the target's body as a spirit, and to possess him or her. The victim loses consciousness until the demon leaves or is driven out.

Terrain Control: if confronted in Dimensia Six, Ragniir can will the terrain to form into whatever he desires—plants changing into writhing tentacles with snake-head tips, clouds of knives, etc. In the Dreamlands, Ragniir cannot do anything to change or animate the terrain's form. (However, if Ragniir becomes powerful enough, he may be able to manifest Dimensia Six in an area of the Dreamlands and/or the Waking World, at the keeper's discretion.)

Keeper's note: Ragniir is always accompanied by 2D6 dwellers of decay. He often seems to be standing on a large pedestal shaped like a humanoid hand. Anyone going on top of the palm of the pedestal finds it is like quicksand, with a pull of STR 30. It takes 1D3 rounds to be sucked inside, whereupon the victim begins to drown. To escape the trap, a person must resist the pull (the player rolls POW x1 or less to mentally "disbelieve" the force, and thereby escape it). Ragniir's powers and any damage they inflict can be "disbelieved" by the player rolling POW x1 or less. A successful disbelief roll reduces damage from any of Ragniir's attacks by 75%.

THE SACRED LIGHT, the Render of Darkness, Avatar of Daoloth

It appears as a narrow beam of brilliant light that descends at a stately rate from the heavens. The light is woven and riven with unearthly colors alien to this universe. The light's movement downward

SIX DWELLERS OF DECAY

	STR	*CON*	*SIZ*	*INT*	*DEX*	*POW*	*HP*	*DB*
1	22	17	21	10	12	10	19	+2D6
2	19	17	15	11	12	08	16	+1D6
3	20	20	16	10	11	10	18	+1D6
4	18	16	14	12	14	11	15	+1D4
5	16	19	19	09	15	08	19	+1D6
6	20	21	20	11	12	09	21	+1D6

Equipped with weapons, skills, psychic power, etc., as per above, except that all six have the following spells: Contact Ragniir, Cloud Memory, Implant Fear, Mindblast.

is *slow,* as if the light is living or is a liquid oozing down a tube. Reaching the ground, the beam broadens into a cone of light that can stay fixed or move from area to area. Those touched by the light sense a living alien presence within its prismatic rays. This contact at first makes one feel euphoric, giddy and powerful, but within seconds the contactees' minds fill with too much knowledge, and terror begins to grip their souls as they are granted the Gift of Truth.

If it is summoned via the Light of Sacred Truth spell, the avatar reaches a maximum diameter controlled by the number of magic points contributed to the spell. When its Gift of Truth has been distributed and bestowed at its maximum diameter, the light will sparkle and then vanish.

If the Render has arrived for some other reason, it stays 1D10 game hours, until the break of dawn, or until the rising of the moon. The avatar can be dismissed. See Call/Dismiss Deity in the *Call of Cthulhu* rules.

The Sacred Light

STR N/A CON 70 SIZ varies INT 44 POW 50
DEX 20 Move 8 HP 80

Damage Bonus: N/A.

Weapons: Gift of Truth, automatic hit when touched by the beam for the first time, lose 1D10/1D100 SAN plus additional daily Sanity losses of 1D6 SAN.

Armor: none; however, only enchanted weapons and magic can harm the Sacred Light.

Spells: any spells dealing with seeing or traveling to other worlds, planes, and dimensions, plus any spells thought appropriate by the keeper.

Sanity Cost to See: 1D6/1D10 SAN.

Dark Crusades

Some material has been adapted from Glozel est Authentique! *and the* Keeper's Compendium. *The latter is now a portion of the* Keeper's Companion 1.

The bloody carnage of the Crusades brought about the creation of the Templar Order, which in turn resulted in the later formation of the Order of the Sword of Saint Jerome. These two implacable foes have sought each other's destruction for centuries. This is how it began.

365 A.D.—Saint Jerome was first baptized by Pope Liberius. Living as a desert hermit, he created a library that was famous throughout the world, copying and translating numerous books himself. He might have stayed in the sandy wastes for all of his life, if it were not for certain books he was given to translate by a mysterious trader from the cursed town of Chorazin. The books were fragments from such works as *Liber Ivonis,* the *Pnakotica,* and the *R'lyeh Text.* Saint Jerome wept after he learned the dark secrets contained within the ancient words. The truth shook his faith, and he decided to present the pope with his discoveries. His public excuse for leaving his hermit lifestyle was that he had grown tired of the hot desert.

Working in Rome as a secretary to Pope Damasus, he convinced his holiness of the value of collecting and understanding the workings of the Evil One; the rituals within the tomes he had read could be used to combat evil and send it back from whence it came. This was the start of the secret occult holdings of the Vatican, long before it was termed the Z-collection. During his life Saint Jerome made numerous enemies because of his fierce attacks on pagan life, his denouncements of heresies, and his sometimes-abrupt demeanor. On the death of Pope Damasus, who was his supporter and protector, he decided to return to the East, and eventually settled in Bethlehem with a small community, where he eventually died. A new librarian was appointed to guard the collection. Centuries passed before the true value of what Saint Jerome began would be apparent.

1099 A.D.—During the First Crusade and the taking of Jerusalem, French knights ransacked a strange mosque. The knights expected great riches within, as the mosque's guards fought with almost supernatural strength and suicidal abandon. However, all they found was an ornate lacquered box containing crumbling scrolls. Having endured heavy losses in obtaining a seemingly worthless prize, an intelligent knight thought he could sell it for some gold to someone interested in the occult. The scrolls were bought by an agent of the comte de Champagne, a noted occultist, and held in Jerusalem until the comte arrived.

1104 A.D.—The comte de Champagne traveled to the Holy Land to see what his servants had gathered for him from the loot of the city. The comte eagerly looked over his new acquisitions, but was especially drawn to the strange scrolls. To his delight, he discovered the collection of parchments was actually the original Arabic *Kitab Al-Azif.* For the next few years, the comte delved into the blasphemous secrets the mad Arab Abd al-Azrad had written. Such secrets came with the inevitable price of his sanity and soul—the comte no longer studied the strange deities described in the hideous text, he

now worshipped them. He resurrected the ancient rites of Shub-Niggurath.

The comte had to return to France to look after his other interests. The scrolls were too delicate to risk transporting to the West. Champagne therefore devised a plan to seduce some of his closest fellow nobles into worshipping the Dark Mother, and becoming guardians of the scrolls.

Champagne was the liege lord over the knight Huyes de Payen of Troyes. Huyes was already interested in the occult, and with a little help from drugs and magic was easily converted to the worship of Shub-Niggurath.

1118 A.D.—With eight other knights, Huyes founded the Templar Order. To the outside world, their mission was to protect pilgrims in the Holy Land. The name derived from their headquarters built atop Solomon's Temple.

In fact, the Templars spent little time helping anyone but themselves. Their true mission was to acquire power in all forms by any means. The knowledge from the *Kitab Al-Azif* allowed them to begin quests for magical artifacts and esoteric lore. They built their base on the ancient ruins of the temple to begin excavations for this purpose. The comte de Champagne discovered the means to prolong his life indefinitely, and became the shadowy leader of the order. The Templars realized they would need more members and money to finance their plans to build an empire. The comte and his friends applied subtle pressure to have the pope recognize the Templars.

The Templar insignia of two knights riding a single horse was publicly explained to represent the poverty of the Templars. In fact, it was a symbol of the orgiastic rituals performed in worship to Shub-Niggurath, which included all manner of sexual intercourse—homosexual, heterosexual, bestial, and more. For centuries, the Templar lords secretly laughed about the in-your-face blasphemy of their sigil.

1128 A.D.—Papal sanction was obtained for the Templar Order. The order expanded. Members joining the Templars were subtly indoctrinated into the worship of Shub-Niggurath through standard brainwashing techniques and drugs obtained from the cult of the Assassins. The Templars expanded into land ownership, banking, and other activities that netted them wealth beyond imagining. *(Keeper's note: the Assassins were followers of the dread Crawling Chaos, the Old Man of the Mountain being the high priest of the Brotherhood of the Black Pharaoh).*

1187 A.D.—The attacks of Saladin in the Latin empires forced the Templars to retreat to the west. The *Kitab Al-Azif* was moved to a secret location in France. The Templars' already huge power and influence allowed them to continue their enterprises throughout Europe, becoming bankers to various governments. However, secret trade with Saracen Mythos cults, such as the Blood of the Heart, also increased their powers in dark sorcery.

1200s—Reports spread of demon worship among the Templars. The Templars' power grew large enough that it frightened royalty and the church.

The Templars erected statues of Baphomet in their bases. The Templars claimed that this symbol represented the source of knowledge, but it was actually the source of fertility, the Dark Mother.

During the Albigensian Crusades, the Templars took advantage of the chaos to capture young girls and boys for orgiastic rites to Shub-Niggurath.

Reports of evil among the Templars mounted, enough to convince the church that the order was in league with the Devil. Due to the power of the Templars, the church held its hand.

1303 A.D.—King Phillip IV of France knew of the evil of the Templars after having to take refuge at one of their sanctuaries to escape a mob. Within, he spied on some of the blasphemous practices of the dark knights. He contacted Pope Clement V to begin organizing a way to bring down the Templars. Clement realized that bringing down the Templars would take considerable doing. Knowing the forces they would face were not just physical but magical, he had some of his most trusted men read from the sinister tomes collected in the library. Amongst these men was the head librarian, Renaldo Sinibaldo.

Armed with some knowledge to use against sorcery, Clement then created and sanctioned a secret order to fight the evil of the Templars. He named it after Saint Jerome, who would symbolically represent the spirit of the order's cause. The new Order of the Sword of Saint Jerome began clandestine missions to obtain the secrets of the Templars. One such agent was Squin de Flexian, who joined the Templars as a spy. The two orders often battled in secret.

1305 A.D.—Clement moved the Papacy from Rome to Avignon from 1305–1375, which would be known as the "Babylonian captivity." Clement's secret purpose was to bring all of the forces he could muster to join with Phillip's to destroy the Templars' power in France, their stronghold.

1306 A.D.—The Order of the Sword of Saint Jerome orchestrated numerous foes of the Templars, such as the Order of the Lords, the French militia, and more, to band together for the planned denouncement of the evil knights.

1307 A.D.—The Templars were arrested for heresy and immorality; numerous testimonies were brought against them, including that of Squin de Flexian. The concerted move against the Templars was so swift that they had little time to plan a defense. The Grand Master of the Templars, Jacques de Molay, decided to let the local Templars surrender and protest their innocence, to allow the Templars in other countries to go underground and regroup.

Although the church claims that the Grand Master had time to order many of the order's books and documents burnt, this was propaganda from the Order of the Sword of Saint Jerome. They had seized many of the books and shipped them back to Rome. They did not wish the public to know that they had spared books of evil from the flames. The *Kitab Al-Azif* eluded their grasp, having been spirited away to an unknown hideaway of the Templars.

1311–1313 A.D.—The council of Vienne was called to investigate the charges against the Templars but adjourned without declaring innocence or guilt. Clement dissolved the Templar Order. As it would be an embarrassment for the church to acknowledge they had supported a bunch of Devil worshippers for centuries, Clement did not publicly confirm the Templars' guilt.

Sinibaldo the librarian began to catalogue and store the blasphemous tomes of the Templars. Among the holdings he found ancient scrolls pertaining to the worship of the Sacred Light.

1314 A.D.—Jacques de Molay was burned to death. During the same year, assassins of the Templars from neighboring countries murdered Phillip and Clement by poison.

1315 A.D.—Sinibaldo went mad, his latent schizophrenia unleashed because of the Mythos knowledge he learned. He wrote *La Verita Scoperta,* and gathered followers so that he could summon the Sacred Light. These summonings resulted in mass madness. The Order of the Sword of Saint Jerome apprehended their former leader, and burnt him at the stake.

1316 A.D.—The Jeromites decided that reading the books was too dangerous. From then on, such books could only be consulted during times of emergency.

1541 A.D.—Using the Roman Inquisition, the Jeromites organized the arrest of Ludwig Prinn. However, Baron Hauptmann, with the aid of the Templars, smuggled out the manuscript *De Vermis Mysteriis* from their comrade Prinn, former knight of the Ninth Crusade.

1542 A.D. *and on*—A question many strivers against the Mythos have wondered is, who are the people who produce tomes of evil for sale? After all, such books are often cryptic, hard to read, or obviously evil. The Templars devised an insidious revenge against the Order of Saint Jerome, as well as the world—they got into the printing business. They decided to obtain Mythos texts and spread the madness they contained to the world at large. Although not all Mythos texts were printed on Templar-controlled presses, quite a few were.

Through intermediaries, their first venture was the publication of *De Vermis Mysteriis.* The manuscript became the holiest book of the Templars after *Kitab Al-Azif.* Over the centuries, companies controlled by the Templars published many books, such as *Nameless Cults.* By this enterprise, the Templars were also able to have first viewing of occult works, to use for their personal goals.

The two orders have been fighting each other from the shadows for centuries ever since. It is possible that they will again clash in the bright lights of New York.

The Cult of Daoloth

Daoloth is worshipped through myriad realities and spacetimes. The Outer God was strongly revered on Earth during the time before the waters swallowed Atlantis, where it was called D'lta, the god of astrologers and seers. On Yuggoth and Tond, Daoloth was named the Render of the Veils. The dread god could bestow the gifts of visions of the past, future, higher dimensions, and the ultimate dimension—revealing the true nature of the universe.

Fragments of Atlantean theology survived in ancient shreds of papyri and remnants of stone artifacts. The secrets of D'lta were adapted by tribes of early Egypt and Greece. The cult of Ma'at in Egypt formed, its existence mostly secret to guard against reprisals for summoning its dread lord. In Greece, the first followers of the Render of Darkness joined together, to illuminate the Truth from the shades of illusion.

The early Gnostic sects had among them some followers of Daoloth. A splinter group formed the early Cult of the Sacred Light. This cult was obliterated during the time of Constantine, as heretics who would not follow Christianity. The members of the Cult of the Sacred Light were burned to death.

Portions of their writings survived. The Templars had retrieved some of these scrolls during their pursuit of artifacts in the Holy Land. These scrolls came into the hands of the Order of the Sword of Saint Jerome after the Templars were arrested in 1307.

As mentioned above, Renaldo Sinibaldo translated the ancient Latin scrolls. He realized these were heretical texts that he should hand over to his superiors. However, he had an unreasoning urge to keep them secret, and was compelled to learn the mysteries within. Unfortunately, he developed schizophrenia during this time, and was considered possessed by Satan. He was excommunicated, but he escaped with the scrolls. His schizophrenia was the key that allowed him to fully understand the crumbling texts.

Sinibaldo traveled the countryside, his madness and visions spreading like an infection as he converted hapless people by showing them what he saw. Sinibaldo wrote *La Verita Scoperta* to spread the word further. This was not to be. The church sent soldiers and agents to gather up the followers of the Sacred Light, and all copies of Sinibaldo's heretical book. All were burned at the stake, some fires set using Sinibaldo's books as kindling. A few copies escaped destruction. The Vatican kept one itself, to teach how to dismiss the Sacred Light.

The Chosen who have studied the mysteries of Daoloth have learned ways to travel to a dimension where they can serve the Render as priests. These individuals are madmen, but it was their madness that allowed them to transcend this realm.

Daoloth's realm is somewhere beyond the first 25 dimensions. Unless one is a Chosen of Daoloth, it requires mighty magics or powerful artifacts (such as the Crystallizer of Dreams) to reach the Render's reality. Those who travel there and return seem to die shortly after, such as the luckless Henry Fisher.

Daoloth's sanctum has been described as a huge hall with giant walls and cyclopean columns that stretch above into darkness unending. The god rests in a large fissure in the middle of the floor. From the dark shadows between columns, priests chant and sing praises to the Render. They appear as men in metallic robes, and they wear small necklaces from which dangle small images of Daoloth. These priests seem to be benign, and seek to help all who wish to learn more of the Truth—even if it results in sanity blasting terror.

For a few more details on Daoloth, see the description of the Outer God in the *Call of Cthulhu* rule book.

Touched by the Divine

From ancient times until the Age of Enlightenment, madmen usually were seen as having been possessed by evil spirits or having been touched by the gods. Those who spoke prophecies usually were considered divinely inspired, and often protected lest harming them brought down the anger of the gods.

By the nineteenth century, it had become clear that human madness represented baffling forms of physical illness. Those who hear voices, have visions, and believe the world is beset by demons are now diagnosed with schizophrenia or other psychotic disorders. Almost all schizophrenic ramblings of future events never come true, and the voices can be quieted down with antipsychotic medication.

The existence of the Cthulhu Mythos represents an exception to our understanding that madness has a mental cause, since the very existence of such alien entities and ways of thinking also can drive people insane. When they go mad from exposure to the Mythos, people often gain irrational insights into the nature of the universe. In those moments their exposure causes them to tap into the Truth which only an insane person is able to tolerate or comprehend. Insane insights are but minute glimpses, but the person is receiving a brief Gift from the force known as Daoloth. As one can see more of the total reality, one becomes more and more hopelessly insane. This is a special madness, one that comes with a share of cosmic awareness.

A small subgroup of schizophrenics have extended Gifts. They are the Chosen of Daoloth, and are its prophets. They have been recorded in numerous cultures as messiahs, deliverers, judges, or heroes. Those who are said to have ascended to Heaven or Nirvana actually have traveled to Daoloth's core dimension to serve it as immortal priests.

Their thoughts and dreams may also be responsible for empowering the Dreamlands Great One known as Ariel. That being actually may be an aspect of the Sacred Light, cast in the form of the ideal conception and anthropomorphosis of Daoloth. ■

Coming of Age

The horrors of the Mythos hit home for the investigators when the messenger of the apocalypse dons the form of a loved one.

Then, crushing what he chanced to mold in play,
The idiot Chaos blew Earth's dust away.
— H. P. Lovecraft, "Nyarlathotep."

Scenario Considerations

This scenario is dedicated to the child-demon films I watched in my youth, such as *Rosemary's Baby, The Exorcist,* and *The Omen.* Special thanks to Peter Devlin's Tale of Terror, "BURN," for inspiration on developing the Starry Wisdom homepage!

This adventure's beginning can be blended into other scenarios. This would allow the introduction of David, the chosen investigator's son or nephew, into the game. The scenario can be the start of a campaign or a one-shot adventure. The keeper should ensure all the investigators have a well-fleshed out background, including a family. For example, perhaps two of the player characters are married, and David is their son. If all the player characters are single, the keeper can state that the chosen investigator's sibling or cousin died in an accident, and that his or her son David needs a guardian. If forcing David on the investigators arouses their suspicions, the keeper can make Sam Gillian (see pages 132–133) the villain and have him frame David.

As the chosen character is the closest kin, David becomes a ward (keepers can add a trust fund that comes with David if it will help). David also may have been a homeless runaway youth whom an investigator becomes a guardian to (or adopts) from either "The Wild Hunt" or "The Truth Shall Set You Free" scenarios. Keepers who have run *The Complete Masks of Nyarlathotep* may choose to select a player character who is descended from an investigator who helped to thwart the Dark One in the 1920s. Nyarlathotep never forgets a slight, and gladly visits his vengeance unto future generations.

Other investigators can be included in a number of ways:

- They are also related to David.
- One of their children also went to the camp and was killed.
- They are friends of the chosen investigator.
- They are hired by an investigator to track down clues.
- They are reporters covering the story of the camp's destruction.
- They are police officers/FBI agents investigating the destruction of the camp.

A grieving father, Todd Clarke, and a roving reporter, Jake Lockhart, are non-player characters who can help or hinder the investigation.

Player characters can be diverted with red herrings during the scenario, long enough for the full horror of David's secret to come out over time. Then the scenario becomes deadly. However, the investigators are likely to tie everything to deep one involvement at first, allowing David's power to grow.

The scenario takes place in New York City and a camp in Rhode Island. However, the keeper can relocate it to any major city in America or Canada on a large body of water. The keeper can extend this scenario by placing a short adventure or two between the investigation into the destruction of Camp Nar-Aqua and the revelation of David's secret.

CHANGES

The history of the Shining Trapezohedron has been modified slightly from other *Call of Cthulhu* descriptions to more faithfully incorporate HPL's "The Haunter of the Dark" and Robert Bloch's "The Shadow from the Steeple" and *Strange Eons.* The history also includes information from Chaosium's supplements *The Keeper's Compendium* (reprinted in *The Keeper's Companion 1*), *The Complete Masks of Nyarlathotep* and *Day of the Beast.* Some of the statistics and powers of the Haunter and the Shining Trapezohedron differ from previous descriptions.

Cabos's "Doctor Dexter," a continuation of "The Shadow from the Steeple," has been modified for the scenario, as the tale contradicts certain aspects of the Lovecraft and Bloch stories. The MI6 termination of Dexter occurred, but Dexter did not get Miskatonic's *Necronomicon,* nor retrieve the Shining Trapezohedron. The Crystal of Chaos still rests at the bottom of Narragansett Bay.

The Shining Trapezohedron

Keeper's note: this text is modified from the descriptions in the rule book and the Keeper's Companion, Volume 1.

The Shining Trapezohedron is a four-inch-long, irregularly faceted crystal, black with veins of red. In the darkness, the crystal glows with a hellish inner crimson light. It gives off unnatural mystic waves of force, as well as low-grade radioactivity. Those who can be transformed by the crystal (see below) can detect its mystical forces up to a mile away. Sensitive or psychic characters detect the presence of something utterly evil if they are within POW x10 feet of it, although they cannot pinpoint the source. The radiation can be detected with instruments such as Geiger counters up to a hundred feet away.

Fauna and flora within the radius of the crystal are often mutated into monstrosities. These things die off if the crystal is taken away, as they depend on its eldritch energies for sustenance.

The crystal is currently held suspended in an asymmetrical box by seven supports extending from the inner walls of the container. The box is made of a yellowish metal with a hinged lid. On it are tiny bas-reliefs of monstrous figures. The box was made long ago by the elder things to contain the crystal's dark forces. When it is closed, the crystal is plunged into darkness. The box also blocks the radiation and mystic forces emitted by the crystal.

The Shining Trapezohedron is a window and Gate to other dimensions. As a Gate, it cannot be transported through another Gate, teleported, etc. If someone tried to do so, the transporting Gate would be destroyed, and the carrier either annihilated or whisked into a far-flung dark dimension.

The crystal is composed of interdimensional forces made solid. It is invulnerable to mundane weapons. Extremely intense energy such as the heart of a thermonuclear explosion may be able to dispel the accursed Shining Trapezohedron. Interested keepers might devise a whole quest to determine a way to end its existence.

Due to its nature, aspects of the crystal exist in other dimensions. For example, in the Dreamlands, it may appear as the great ruby that was used by the vampire Yath-Lhi to bargain with the Father of Bats, the Haunter of the Dark.

The crystal has many powers and effects, most of them unknown.

Gazing into the depths of the crystal, a viewer can begin to see dark worlds, alien dimensions, and gulfs of oblivion. For every five game rounds spent gazing at these bizarre vistas, the viewer's Cthulhu Mythos skill increases by one percentile and the character loses one Sanity point. The maximum by which Cthulhu Mythos skill can be increased in this manner is five percentiles, but there is no maximum to the number of Sanity points that can be lost. Unless the character decides to stop looking, madness within the hour is certain.

With a successful Cthulhu Mythos roll and an expenditure of magic points, the gazer can look into a particular time and place (the magic point cost is the same as the POW cost for creating a space-time Gate—see the *Call of Cthulhu* spell Create Gate for distances and times).

Viewing the crystal is addictive. As new knowledge pours into the viewer's mind, the player must roll POW x3 or less on D100 to stop looking; he or she can try each round until success or until some form of madness interrupts the viewer's concentration.

Gazing into the crystal is also dangerous, as the crystal links this world with Nyarlathotep's manifestation of the Haunter of the Dark. For each round that the crystal is viewed, there is a 10% cumulative chance the Haunter makes contact; thus, after three game rounds, there is a 30% chance that the Haunter makes contact. When contact is made, the viewer sees/feels gulfs of chaos, voids of infinite blackness, and a vague half-formed intelligence stirring within the crystal. This contact is strong enough that the Haunter materializes when next the crystal is in darkness. If the crystal is plunged into darkness (such as by closing the lid of the box) without the Haunter making psychic contact, it cannot manifest. Once contact is made, the viewer automatically receives another roll to stop looking at the gem. If the viewer continues to gaze into the depths of the crystal after contacting the Haunter, he or she sees the formation of a red, blazing tri-lobed eye. It bores into the soul of the viewer. Sanity loss is 1/1D6 Sanity points.

The Haunter can automatically mind link with those who contact it while gazing into the Shining Trapezohedron. Once a mind link is formed, the Haunter can track a victim wherever he or she

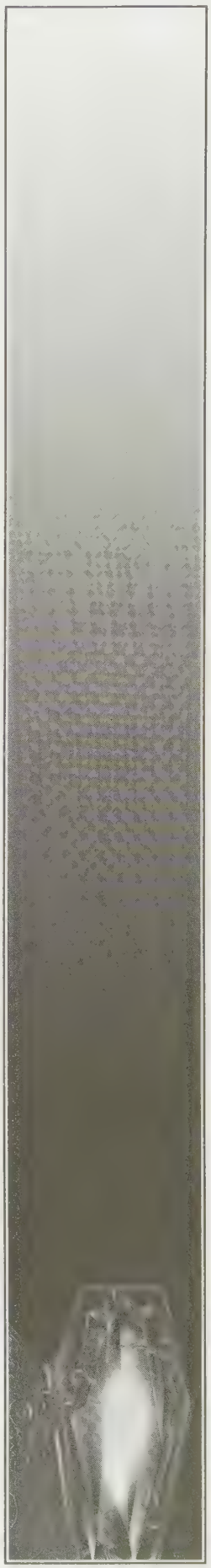
The Shining Trapezohedron (contd.)

goes, and attempt to possess him or her. The link endures until the Haunter is dispelled or banished to its home dimension, the Shining Trapezohedron is somehow destroyed, or the mind-linked victim is bathed in the Light of Seker (see page 179). At the keeper's discretion, the link may also be severed if the linked individual loses a set number of hit points. (This last exception should not apply to a host currently inhabited by the Haunter, although the Haunter will abandon a host that is about to be destroyed.)

The Haunter's chances of trying to possess those who have seen its eye are doubled. (See the description of the Haunter of the Dark on pages 186–188 for more information regarding mind links and possession.) If the crystal is exposed to light, the intensity of the light causes the appropriate amount of damage to the Haunter until it is dispelled (for example, the crystal exposed to daylight causes 10D6 damage per round to the Haunter). If the Haunter currently possesses a host, it is immune to this damage.

If the Haunter has clothed itself in a human victim, gazing into the crystal can force it to manifest in darkness again and abandon its host. Anyone staring into the Shining Trapezohedron can voluntarily link with the Haunter, as above; success is automatic. Once the link is made, the linked viewer(s) must force the Haunter to manifest by overcoming it in a magic point versus magic point struggle on the Resistance Table. A small group can link with the Haunter and expend their combined magic points for this purpose. If the gazers win, the Haunter materializes in the darkest area it can find within a hundred feet of the crystal. If the gazers fail, the Haunter keeps the host and now also has links to the other gazers. It can try to possess any of them in the future.

Another power of the crystal is the power to accelerate bodily metamorphoses that may be taking place. For instance, a deep one hybrid could begin to change into a full deep one while in close proximity to the crystal. This occurs because of the unearthly energies radiating from the Shining Trapezohedron. The closer one is to the crystal, the quicker the change.



Keeper's Information

I have seen the dark universe yawning
Where the dark planets roll without aim
Where they roll in their horror unheeded,
Without knowledge or luster or name.
— H. P. Lovecraft, "Nemesis."

This scenario continues the saga of the Shining Trapezohedron. The history of the cursed crystal is long and complex. For the powers of the trapezohedron, see the boxed text nearby.

The Haunter and the Crystal

ANCIENT HISTORY

Eons ago, the Shining Trapezohedron was summoned from the dimensions of ultimate chaos by the mi-go on their dark world of Yuggoth. The crystal was used to communicate with the Crawling Chaos in its form of the Haunter of the Dark, a shadowy force that "was possessed of all knowledge." In return for their worship, the Haunter taught them black secrets of magic and technology.

Decadent nioth-korghai also paid tribute to the Haunter, for it was their vampiric deity. On their cyclic cosmic journeys on their spacecraft, they would pass by Yuggoth to partake in rituals to the Fly-the-Light.

Eventually the crystal was brought to Earth from Yuggoth by the mi-go at the behest of the Haunter.

The mi-go and other interstellar creatures battled in the dim past to control Earth. During these struggles, the crystal changed hands/mandibles/tentacles often—from the elder things to the serpent folk of Valusia to the humans of Lemuria and Atlantis. The crystal was swallowed by the waves during the sinking of Atlantis.

The crystal was lost for a time, until uncovered by Minoan fishermen, worshippers of Dagon. The fishermen were human-deep one hybrids. The crystal's power to hasten transformation was important to the hybrids. Falling under the thrall of the Haunter, who spoke to them through the Shining Trapezohedron, the mutated fishermen traveled to the coast of decaying Khem, later known as Egypt. They turned over the Shining Trapezohedron to the servants of the evil sorcerer Nephren-Ka. Nephren-Ka was a worshipper of the

Black Pharaoh, Nyarlathotep, and already wielded considerable mystic power. His goal was to cover the land with the shadow of the Crawling Chaos and force the people of Khem to worship the dark one. He used the powers of the crystal to summon the Haunter of the Dark and merge with it. It was then when the people could not tell the difference between Nephren-Ka and the Black Pharaoh, Nyarlathotep.

("Is it not an avatar of Nyarlathotep, who in antique and shadowy Khem even took the form of man?" wrote Abd al-Azrad in the *Kitab Al-Azif.* It is likely al-Azrad called early dynastic Egypt by the name of Khem, even though according to some interpretations the term Khem existed thousands of years before Nephren-Ka and the crystal came into play in ancient Egypt.)

Nephren-Ka slew the successors of Zoser, ending the Third Dynasty of Egypt. He created a kingdom of darkness. He built the Labyrinth of Kish in Hadoth, a sealed valley by the Nile amidst the hills of Neb. There he stored the Shining Trapezohedron in a room of complete darkness, to prevent anyone from tampering with the source of his powers.

Young Snefru (also known as Sneferu) began a rebellion against Nephren-Ka. The goddess Isis aided him in battling the evil Pharaoh. Using magics taught to him by his patroness, he banished the power of the Haunter when he faced Nephren-Ka in battle. Bereft of the considerable magic of the avatar, Nephren-Ka was much weakened. He fled across Egypt, but was unable to reach the hiding place of the crystal, for Snefru arrived there first. Snefru collapsed the room of the Shining Trapezohedron and obliterated its entrance. As his first act in becoming the new Pharaoh of the Fourth Dynasty, Snefru had the name of Nephren-Ka stricken from the records of the land.

Some legends claim Snefru slew the evil sorcerer. Other accounts say that Nephren-Ka hid himself in the Valley of Hadoth. There, gifted with visions from his merger with the Haunter, he spent the rest of his life painting the walls of his hiding place with images of apocalyptic prophecies.

The Sixth Dynasty saw the rise of the Pharaoh Nitocris, the Ghoul-Queen. A beautiful and caring girl, she had the misfortune of having an advisor who was a priest of the Brotherhood of the Black Pharaoh. This cultist slowly taught her things that drove her to madness. She eventually found a secret entrance to the Labyrinth of Kish, and reclaimed the Shining Trapezohedron. It is unclear why the Haunter chose not to merge with Nitocris, but it seemed to need a male host. The Haunter did grant the queen forbidden knowledge and terrible sorceries. Returning from the valley, she revived the worship of the Black Pharaoh. The land again became a place of murder and dread. Her sexual perversity led her to killing men and women by the score for her obscene pleasures.

The Haunter commanded Nitocris to find a host for its essence, so that together they could give birth to the Crawling Chaos itself. Another Nephren-Ka appeared at the end of that dynasty, rumored to be the son of Nitocris and Nyarlathotep. However, as before, the people revolted and killed the avatar, and Nitocris was buried alive within a hidden tomb. For centuries, the crystal remained in the dark vault of the Labyrinth of Kish.

MIDDLE 19th CENTURY TO EARLY 20th CENTURY

In Egypt circa 1843, Professor Enoch Bowen, archaeologist and student of the occult, found the Shining Trapezohedron in the Labyrinth of Kish. Returning to Providence in 1844, he founded the Starry Wisdom sect, buying the old Free-Will Church for its headquarters. This cult used the crystal to summon the Haunter, to whom they made blood sacrifices of infants and children.

The Haunter had decided to allow its links to this realm to grow through these rituals, so that it might find the most suitable host for its essence. It told its followers it awaited the proper time and place to come forth in the shape of man.

The Starry Wisdom's power grew as Bowen received direct guidance from the Haunter. In return for the blood sacrifices, the Haunter gave the cultists information by means of which they obtained various artifacts and numerous dread tomes. They collected copies of the *Necronomicon, Unaussprechlichen Kulten, Liber Ivonis, Cultes de Goules, De Vermis Mysteriis, Pnakotic Manuscripts,* and the *Book of Dzyan.*

In 1863, a branch in Townshend, Vermont, opened under the leadership of Dr. Raymond Flagg. Bowen died in 1865. Aseneth Bowen, a relative of Enoch, took over the central sect.

Public outcry at the suspected activities of the Starry Wisdom sect led the authorities to forcibly break up the church in May 1877. Most of the members immediately left the area.

Aseneth Bowen was commanded by the Haunter to leave the Shining Trapezohedron in the church for safekeeping. Empowered by the Haunter, Aseneth wove a spell casting an aura of dread and fear over the building. The crystal was left in the church, along with tomes of eldritch evil. No one in the neighborhood dared to explore the church.

One branch of the sect was set up in Arkham during the 1920s, and disbanded in 1927 after its leader's death. Elsewhere in America, the Starry Wisdom cult slowly spread across the land.

The spell around the original church prevented anyone from entering the building until 1893. Then a reporter from the *Providence Telegram,* Edwin

M. Lillibridge, possessed of great force of will, made his way into the building to investigate stories of the church being haunted. He found the crystal and accidentally summoned the Haunter. The Haunter killed Lillibridge in a failed attempt to merge with the hapless human.

In 1926, the Ghoul-Queen Nitocris was resurrected by the Brotherhood of the Black Pharaoh. (See *The Complete Masks of Nyarlathotep;* if some 1920s investigators managed to prevent this in your campaign, Nyarlathotep resurrected her a decade later after reforming the artifacts needed to revive her.) Already linked with the crystal, Nitocris sensed its location from far away. Nyarlathotep told her to wait, as the crystal was safe within the church. Under the alias of Shefira Roash, Nitocris spent the next few decades changing the Brotherhood of the Black Pharaoh into the Black Brotherhood. This became an international terrorist organization dedicated to Mythos objectives.

In 1929, the New World Incorporated (NWI) financial empire fell, and its CEO Edward Chandler was destroyed. (See *Day of the Beast.*) Chandler was a descendent of Nophru-Ka, and was attempting to unleash the Beast—fortunately, a group of stalwart heroes thwarted him, and Chandler and his cronies were trampled to death by the very menace they aroused. Within a few years, Nitocris helped to reform the damaged Mythos-friendly corporation into New World International. She helped form the links between the Black Brotherhood and the Brotherhood of the Beast.

In 1934, Robert Harrison Blake moved to Providence. A horror writer and artist, he became obsessed with the church on Federal Hill he saw from his window on College Street. Investigating the church, he discovered the Shining Trapezohedron and accidentally summoned the Haunter of the Dark. Blake fled, but he felt the Haunter's psychic link. After nightmares and sleepwalking, he went to a local well-respected physician, Dr. Ambrose Dexter, and told him of his plight. Unfortunately, a power outage occurred during a thunderstorm. The darkness into which the city was plunged allowed the Haunter to come to Blake, who died from a heart attack as the Haunter attempted to merge with him. On August 8th, 1934, Blake was declared dead after being hit by a freak lightning bolt. The autopsy could not explain why he died with a look of fear and horror on his face.

Spurred by the tragic event, Dr. Dexter entered the church to dispose of the cursed crystal. He took the blasphemous books of the cult along with the Shining Trapezohedron, and hired a boatman to take him over the deepest part of Narragansett Bay. He hurled the artifact into the water, where he imagined the crystal would be inaccessible to those wanting to obtain it. Unluckily for the good doctor, he stared into the crystal and made the psychic link to the Haunter as he was paddled out into the middle of the bay. The Haunter came to him shortly after, and this time successfully merged itself into the well-meaning physician. Dexter left Providence for sixteen years following these events, taking up an inexplicable study of nuclear physics and even acting as an advisor for the Manhattan Project. He helped Einstein develop his theories. The avatar was introducing the knowledge of destruction to the children of the earth. It decided to leave the Shining Trapezohedron at the bottom of the bay, for the darkness there was as effective as the dark sealed vault that Nephren-Ka had built.

MIDDLE AND LATE 20th CENTURY

Blake's friend, Edmund Fiske, decided to investigate the death of his comrade. He uncovered enough clues to conclude that Dexter was the host body for the Haunter of the Dark. He also assembled the prophecies related to Nyarlathotep, and determined that the Haunter was the form that would bring about Armageddon. Dexter seemed to not only be fulfilling the prophecies of the *Necronomicon,* but those concerning the Antichrist in Revelation. Unfortunately, when Fiske confronted Dexter in 1951, he had decided to talk instead of act, and was killed by the avatar.

Dexter defected to the Soviet Union, where he sowed more evil.

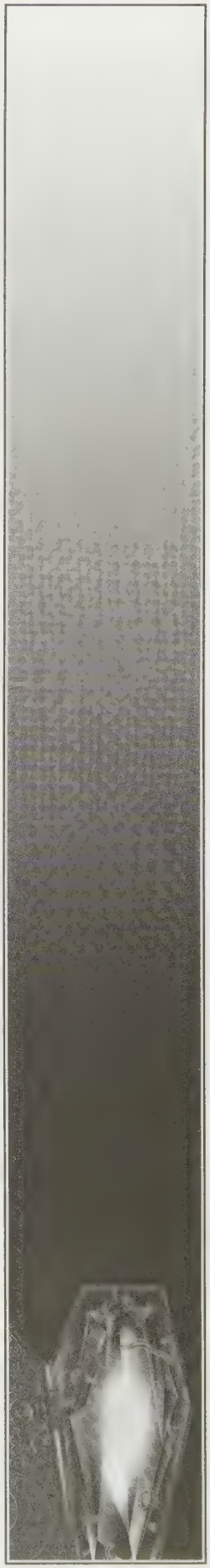
In 1973, Dexter attempted a ritual to raise the corpse city of R'lyeh during the approach of a comet. British Intelligence agents along with the American Navy foiled his plans, and Dexter was killed somewhere in the South Pacific.

With its host slain, the Haunter was banished back into its dark dimension. Although weakened, it still could send dreams to this world. In this way it informed Nitocris that the Shining Trapezohedron needed to be retrieved.

By this time, Nitocris had moved to North America, awaiting such a command. By the 1980s, she added yet another alias to her numerous identities, that of Thalassa Chandler, CEO of NWI. She asked the deep ones for aid in retrieving the crystal.

However, the deep ones along the New England shore refused to help, remembering the government raids in 1928. Also, the Graduate School of Oceanography (GSO) of the University of Rhode Island had been doing marine research into the bay and environs since the 1960s. The deep ones knew that federal agencies still hunted their kind, and had no intention of revealing their continued existence offshore.

Nitocris then chose creatures loyal to Nyarlathotep, his spawn in his form as Shugoran. She dispatched three of these aquatic horrors to



search Narragansett Bay until they found the Shining Trapezohedron. She also authorized scientific grants to oceanographic researchers of the bay, hoping they might accidentally find the crystal.

The goddess Isis, implacable foe of the Black Pharaoh, interceded. Although weakened by the ages, she cast a spell over the bay that would confound any minion of Nyarlathotep. Its effects were similar to the forces invoked by Eibon's Wheel of Mist—the Crawling Chaos and his minions were blinded to the crystal's location, despite the fact they knew where it should be. The Shugoranites have sought the crystal for decades, but know only its general location. Nitocris hopes some innocent pawn will bring it to light.

The Shining Trapezohedron remains at the bottom of the bay in a cleft of stone. Its radioactive and mystic emissions have mutated the local flora and fauna into monstrosities. The pollution problems of Narragansett Bay have increased mostly due to the presence of this crystal of evil incarnate.

That brings us up to now.

The Plot

David is the son, nephew, or ward of one of the investigators. Every summer, he and his two close friends, Sam Gillian and Chester Clarke, go to Camp Nar-Aqua for six weeks. This keeps them out of the investigator's hair during the summertime. This summer things will be different. The camp is on the shore of Narragansett Bay, close to the resting-place of the Shining Trapezohedron.

In David's cabin group this year was a boy named Billy Marsh. He carried the taint of the deep ones. During a boating activity, Billy began to feel the pull of the Shining Trapezohedron as the boat passed directly above it. He dove into the water and vanished for twenty minutes. The camp counselor was sweating bullets, thinking of the scandal of a drowned kid. But Billy popped up next to the boat with a big grin, and the counselor fished him out of the water with a severe chastising. Billy was sent to see the nurse to make sure he was physically fine. The nurse found Billy was an odd-looking kid, with strange marks on his neck; in fact, Billy was already changing into a deep one. The counselors told the other kids everything was okay, and not to worry (don't tell your parents).

BILLY MARSH

That night, Billy convinced David, Sam, and Chester to come with him to see something cool. The boys sneaked out of their cabin after midnight. Billy disappeared into the water, but did not come back for an hour, panicking his peers. When he returned, he had the golden box containing the crystal. He opened the lid, feeling his body change as the rays of the crystal bathed him. The other kids stared hard at the crystal as it glowed in the dark. Thus the Haunter of the Dark made contact with all four minds, though the deep one hybrid was no longer human enough to be a suitable host. The kids panicked as the Haunter materialized, and ran back to their cabin. In the dark of the park, the Haunter was free to move about without hindrance.

Billy Marsh, now half human adolescent and half deep one, went temporarily insane and ran into the night. A few hours later, while swimming around madly, he found an underwater cave. He remained there, trying to decide what to do.

David and his friends made it back to camp, but so did the Haunter. Before any lights were turned on, the Haunter devastated the area with its trails of protoplasm and electrified tendrils, killing most of the people and shattering the buildings. It then attempted to possess Chester Clarke, but failed, leaving him a burnt husk. It then tried with David, and succeeded. Sam, traumatized by events, lapsed into a dissociate state.

The authorities arrived to investigate the reports of a freak thunderstorm and screams in the vicinity of Camp Nar-Aqua. After a few hours, the authorities contact the parents of the children, including the investigator connected with David. With that phone call, the scenario truly begins for the investigators.

The more time the investigators take researching the area of the bay, the more time David has for his powers to grow. The body is slowly adjusting to allow more and more of the avatar's power to fill it. In his guise of an innocent child, the avatar delights in bringing madness and chaos.

To make matters worse, another deadly threat looms in the shadows. At the moment the crystal was used to summon the Haunter, Nitocris was made aware of the event by her psychic link to the Shining Trapezohedron. In the next few days, she will send members of the Black Brotherhood to scout out the situation disguised as NWI supervisors of a company sponsored scientific study of the bay. When she finds out enough to piece things together, Nitocris will head to where David and Sam live. She will assume the identity of a child psychiatrist, and maneuver herself into taking control of the treatment of the two kids (in the process, killing off the former doctor in charge). She plans to help the avatar grow into full power, and waits for the children of Shugoran to obtain the Shining Trapezohedron. If Nitocris can possess the crystal, she will try to transport it back to Egypt, to the Labyrinth of Kish.

SETTING UP DAVID

If this scenario is being run as part of a campaign, David already should be established as a known non-player character. Perhaps he has accidentally helped or hindered an investigation. The investigator(s) will know him well, and his background. Choose how David is related to a chosen investigator, and give that player *Age Papers #1: What You Know About David.*

David starts camp in the first week of July, two weeks before the beginning of the scenario. David will write letters to the chosen investigator relating how things are going at camp. Due to an odd camp rule, the kids can't send emails from the computers in the main building. This is mostly to prevent them from sneaking on the Internet when they should be developing social and physical skills. David sends a letter from camp once a week. The first week and second week letters are *Age Papers #2* and *Age Papers #3.* The first letter arrived three days before the police called the chosen investigator. The second letter comes to the chosen investigator's home four days after the police call.

Investigator Introduction

The Telephone Call

Two weeks into David's stay at Camp Nar-Aqua, the investigator-relative gets a call from a Captain Stevenson of the state police at approximately 4 A.M. Captain Stevenson asks to speak to the investigator, and waits for him or her to wake up.

"I have very bad news. The camp your boy has been attending seems to have been hit by a freak thunderstorm. The camp was wrecked. Your boy is alive, but is in shock. We have moved him and the other survivors by ambulance to Saint Hubert Hospital, where they are being looked after."

The investigator loses 1/1D3 Sanity points. After the initial shock, the investigator can question Captain Stevenson, who gives the following information:

- Sometime after midnight, some people driving by the road to the camp, as well as some people in nearby cottages, noticed dark clouds settling over the area. Thunder was heard, although no lightning flashes were seen.
- Some observers also heard sounds like frightful screaming from the camp.

Age Papers #1

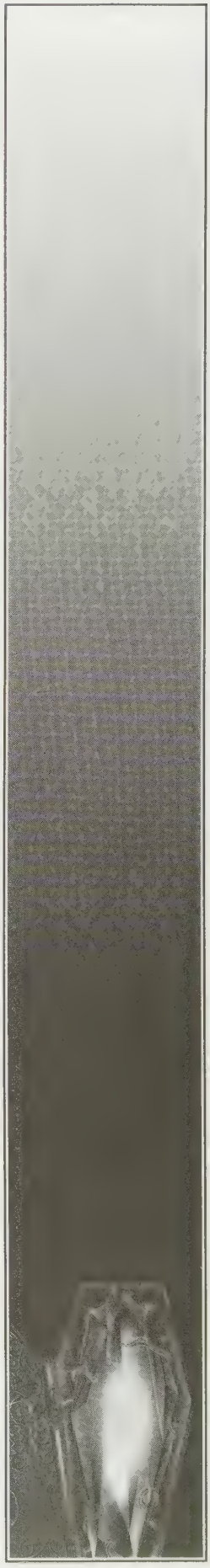
What You Know About David

David is an eleven-year-old boy. He has finished sixth grade, and will be starting junior high in the fall. He is smart and agile for his age, as well as being a bit taller and lankier than his peers. He has light dirty blond hair and green eyes. He has a very fair complexion, with a few freckles on his face. He is an A+ student, and loves mathematics. He enjoys playing soccer and basketball.

You know his hero is Michael Jordan. You bought him a dog named Zander three years ago, a golden retriever with whom he loves to play. He often plays video games with his two best friends, Chester Clarke and Sam Gillian. The three of them are inseparable. For the last couple of years, the trio have been sent by you, Todd Clarke (Chester's single dad since Chester's mother died in a car accident five years ago), and Ian and Nora Gillian to Camp Nar-Aqua for six weeks each summer. The camp is in Rhode Island, near Providence. You sent David there to help him get over his fear of swimming.

DAVID

It worked. He loved both years and this is the third time he is going. He has earned excellent grades in swimming over the last two years. He also raves about his boating experiences at the camp. You and the other parents have a celebration barbecue when the kids leave, to celebrate a few weeks of quiet time. (Todd can barbecue steaks really well.) That was just last week. You'll have to have Todd over for some drinks next week. However, you often feel guilty since you haven't spent much time with David as he grew up. Your researches and adventures into the unknown have often interfered with bonding time. Also, you wonder if your activities and enemies will one day affect David. So far, he seems to be untouched by the dark shadows you have explored. You eagerly await David's letters from camp (he usually writes once a week), and determine to try to be a better parent to him when he gets back from camp.



Age Papers #2: A Letter from David, First Week at Camp

Hi!!!

First week of camp has been good. It was rainy, but the sun is out again. Sam, Chester and I are in the same cabin again (like usual). The food still sucks. They feed us fish almost every day! I really miss pizza. You'd better take me to Pasquale's when I get back for a pepperoni and sausage pizza!!!

Chester is getting really good at archery. Twang! I still can't pull the string right yet. I never was good with shooting things. Well, I still can beat him in chess anytime I play him! I still swim better than everyone at camp too.

Well there is one new kid who is in our cabin this year who swims really good. Billy is really creepy though. You'd like him. He talks about weird stuff like you do to those friends of yours. He keeps to himself alot, but I think I can weasel out some good ghost stories from him to tell you when I get back.

This next week I am first mate for my cabin's boat. Our counselor is the captain. Chester ended up the cook! I think that means he has to ~~do~~ make sandwiches. Sam told me he hates boating. He hates seafood too. Some of the other kids tease him, but Chester and me stick up for him. Sam still doodles all the time. He really can draw good. I bet he'll draw for a comic book company some day.

I hope you are all doing good at home. I miss you all. Please give Zander a few pats on the head from me. I am done for now. I'll send you another letter next week!

Love,

David

P.S. Send me pizza!

Age Papers #3: Second Letter from David, Received after the Disaster

Hello,

It's been a really good week. Our cabin, or crew, as the camp calls us, is having fun. Chester actually is learning to cook! I hope he learns quickly, since the stuff he is making tastes really bad! Luckily, we have some sandwiches to eat when we are in the boat! Sam is starting to enjoy being on the water. He says he likes to pretend to be a pirate. We renamed our cabin group "The Privateers." Sam thought of it. Our cabin has the best guys in it. We win any contest against the other cabins.

Remember I was telling you about that weird kid Billy Marsh? That kid is nuts! But also really interesting. The guy has the weirdest eyes! He is always staring at the bay! The guy seems to have more in common with the fish than us people. He swims better than anyone at the camp, even the adults. Most of the kids bug him with "Have you ever been to sea, Billy?" and "Captain High-grinder is looking for you Billy!" Well, I remember how you told me not to tease people, so Chester, Sam and I have also started sticking up for Billy.

Billy has been telling me weird stories about sunken cities and sea monsters. He told me about a sleepy squid that talks to people in dreams. I told him he should write for those Goosebumps books.

Get this! Today we were boating across the bay when Billy decides to jump overboard! He vanished for a long time! Paul (our counselor) started to panic, and kept the boat floating around. Well Billy popped up, grinning. He looked even weirder than usual! His eyes almost looked bulgy, and his mouth looked really wide (he looked like a bug-eyed monster. Weird!). Well, he got ~~bi~~ in big trouble with the counselors. I think they are going to call his parents to tell them he is being sent home early.

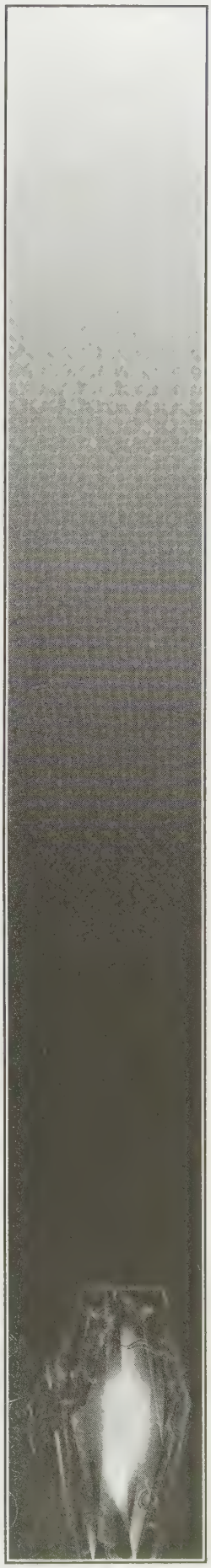
Just before dinner, Billy came to us and told us he had a cool surprise to show us tonight. I guess I'll have to tell you about it next time, since Mr. Starling will be heading to town for supplies and the weekly mail drop.

I got to finish now. Mr. Starling is announcing he is going in fifteen minutes. Say hello to everyone, and hug Zander for me.

Love,

David

P.S. Pizza! Pizza!



The Haunter of the Dark Attacks!

- The storm seemed to have been a short one, but when the police arrived, they found the camp devastated. The buildings had been hit by gale force winds. They were splintered into chunks, and charred by lightning.

Stevenson suppresses information regarding the looks of horror on the faces of the dead, as well as the bizarre lightning burns and odd wounds on most corpses. Psychology rolls done over the phone by a shocked drowsy investigator automatically fail.

If the investigator asks about David's friends, Stevenson says he will be contacting the parents of the children. He will not mention that Chester Clarke is dead.

Stevenson tells the investigator to please come down to the hospital as soon as possible, as the doctors would like to have parents and relatives there.

The keeper may give the chosen investigator *Age Papers #4* (from a Camp Nar-Aqua pamphlet).

The investigator has the telephone number for Saint Hubert Hospital. If he or she calls, the call is referred to the physician in charge, Dr. Jervis Merkle (see page 141). Merkle says David is stable, resting peacefully, and medically well, but is in a dissociative amnesiac state. Merkle implies that the other survivors exhibit the same symptoms.

If other player characters had boys attending the camp, those parents get the same information, except that Stevenson tells them their children are dead. This shocking news results in a 1D2+1/1D6+2 Sanity loss. If any investigators go temporarily insane, they develop pathological grief plus a fanatical obsession with learning what happened. Otherwise they enter an uncomplicated grieving process. (For more information, see the "Bereavement and Grief" sidebar on page 139.) These parents are told the bodies have been taken to Saint Hubert along with the other victims. They can make arrangements there.

Timeline of Events

The following sequence of events is suggested to occur as the scenario unfolds. Modify events and times as the investigators begin to interfere with the machinations of the Haunter—for example, the investigators get to Billy Marsh before the children of Shugoran do, or they prevent Mr. Sirahk from capturing Dr. Gray, etc.

The keeper also has the option of creating a break between the investigations at the camp and the events leading to a confrontation back in New York. Nitocris's involvement may be delayed as well, until the keeper deems Nitocris has enough information to make a move. David may not contact her either, as gods do act capriciously. David will contact her when he decides it is time for him to go to Egypt and begin preaching his gospel of destruction.

Age Papers #4

Camp Nar-Aqua

Camp Nar-Aqua is accredited with many camping associations and has an impeccable reputation. It is a six-week residential camp for male youths 10–16 years of age. The cost of sending your young man to camp for either first or second session is $600.

Camp Nar-Aqua boasts a small group philosophy, a non-competitive atmosphere, and camper input into programs building self-confidence, strong skills, and lasting friendships. We emphasize appreciation of the natural environment by means of canoeing, sailing, windsurfing, sea kayaking, swimming, rock climbing, biology, art, woodworking, shooting, archery, a ropes course, and fishing.

The property includes 20 acres of buildings and wooded hiking trails. It is on the west boundary of Ft. Wetherill State Park.

Please contact Walter Starling for dates and details.

AN EXAMPLE

In one playtest, the investigators survived the encounters at the camp, obtained the Shining Trapezohedron, and buried it underwater using explosive charges. They felt the adventure was over, as the keeper decided to keep David acting totally normal. The investigators decided not to pursue some trails of information, feeling that it was better not to know. A couple of short scenarios were played to distract the investigators, during which some mysterious accidents occurred back in New York, courtesy of David.

After some time, the chosen investigator received an urgent message from Todd Clarke. Clarke asked to meet David's father in a public place, ranting he had dire news that explained what had really happened at the camp. They met at a café in SoHo.

The haggard Clarke waited at a table, clutching an ankh. The keeper had him mention references to the trails of information the investigators had chosen not to explore, such as the cult of the Starry Wisdom. He started to cry as he stated that a person named Fiske knew the truth, but was killed by the Dark One. When the investigator pressed for more, Clarke began to look crazy and started yelling that the Antichrist had come. As the waiters came to quiet the man, Clarke began to sweat, then his skin blistered, and then he burst into flames. He died screaming. Looking around, the investigator-relative noticed a few kids biking away from the scene, but a crowd had gathered around the grisly happenings so that the

investigators could not get a clear view. Of course, one was David, with a gang of young followers.

This got the investigation rolling again.

DAY 1

- Her link with the crystal alerts Nitocris that the Haunter has returned. She dispatches three agents of the Black Brotherhood to determine the situation. They will arrive on Day 3 posing as NWI observers of Dr. Lassiter and Dr. Raithe's Narragansett Bay exploration project. See "GSO Research Site" on page 150.
- Investigator(s) contacted at 4 A.M.
- The survivors from the camp are at Saint Hubert Hospital.
- Police begin forensic investigation at the scene. See "Camp Nar-Aqua and Ft. Wetherill Park" on page 143.
- Billy Marsh finds an underwater cave to hide in by the shores of Clarks Village.
- The children of Shugoran lurk about the area, trying to pick up Billy's trail.

DAY 2

- David and Sam may be transferred to a New York hospital. Shawna Applegate will be sent to Providence.

DAY 3

- The three NWI agents arrive at the GSO research site.
- David and Sam are sent to see Wilma Gray, child therapist.

DAY 4

- David's second letter, *Age Papers #3,* arrives at the chosen investigator's home.
- Clarks Village residents report sightings of a "giant frog" (Billy) to the local media.

DAY 5

- (At the keeper's discretion, other events following will be modified if this is pushed back.) The NWI agents tell Nitocris of the situation. Nitocris sets her organization to work up her new persona as Dr. Persephone Kristino.

DAY 10

- Nitocris arrives under the false identity of "Dr. Kristino," to consult concerning the children's cases.

DAY 12

- Nitocris sends Sirahk to capture Dr. Gray, and bring her back for Nitocris's amusement.
- Children of Shugoran catch up with Billy Marsh in his cave. They want to kill him, take the crystal, and swim to New York City to deliver the crystal to Nitocris.

DAY 16

- The children of Shugoran arrive in New York. Sirahk is sent to get the crystal from them at a deserted pier.

AFTER NITOCRIS HAS THE CRYSTAL

- Nitocris and David prepare to leave for Egypt aboard a NWI Lear jet. They plan to take the crystal back to the Labyrinth of Kish, and groom David to be the Dark Messiah.

Routes of Investigation

As the scenario unfolds, investigators will need information to help make sense of this complex affair. The following sections are possible avenues of exploration that may become available as the investigation continues.

01. St. Hubert Hospital

02. Camp Nar-Aqua and Ft. Wetherill Park

03. Narragansett Bay

04. GSO Research Site

05. Underwater Investigations

06. The Trail of the Shining Trapezohedron

07. Play Therapy

08. David's Doings

09. Dr. Kristino (Nitocris)

10. Isis, a Keeper's Option

01. St. Hubert Hospital

This small hospital is connected with the Rhode Island Hospital. The hospital is located in Newport, several miles from the camp. It serves the local community. It has an

Bereavement and Grief

Bereavement is the state of being deprived of someone by death, and it refers to being in the state of mourning via the grieving process. (Grief can occur from a variety of losses, e.g., loss of a job, an arm, etc.) Different cultures have different ways of expressing these psychological reactions.

Generally there are three phases of uncomplicated grief: *shock, preoccupation with the deceased,* and *resolution.* Initial shock is often expressed as a feeling of numbness and a sense of bewilderment. These give way to feelings of weakness, decreased appetite, weight loss, and difficulty concentrating, breathing, and even talking.

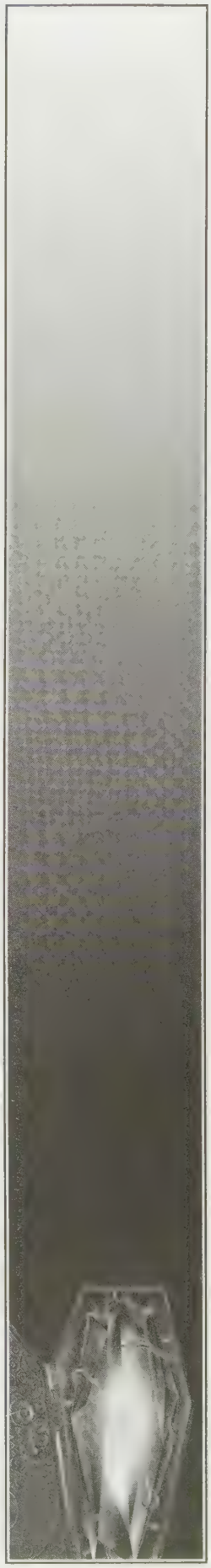
The mourner may feel the deceased person's presence. Not uncommonly, that feeling may be so intense that the mourner experiences illusions and hallucinations of the deceased (e.g., hearing the person's voice, seeing him or her standing across a crowded street, feeling a palpable presence in his or her home, etc). In normal grief, the mourner will realize these perceptions are not real, but in pathological grief the mourner may think he or she is being haunted (use the "Presenting Psychosis" sidebar on pages 82–83). In pathological grief, the mourner also may take on the qualities, mannerisms, or characteristics of the dead person. The length of the whole process is variable, depending on the manner of death, its suddenness, etc. Normal grief usually lasts six months to a year. Pathological grief can last for years if not treated. However, these are but rough guidelines.

Eventually, the grief resolves if uncomplicated. Complicated or abnormal grief reactions may be hindered by development of concurrent depression, psychosis, or delayed or denied grief.

Parental reactions to a child's death involve guilt and helplessness, and a feeling that they did not protect their children. Manifestations of such grief could last a lifetime. A sudden death is often more traumatic than a prolonged one.

The grieving process can be assisted by a supportive family, support groups, or therapists. If it is a complicated grief, seeing a mental health professional can help treat the concurrent depression and other abnormal symptoms.

In the scenario, player characters or non-player characters wracked with grief should encounter the haunting presence of their dearly departeds. Wandering around the destroyed camp and environs is an ideal place to see a ghost, feel a presence, or hear the spectral sobbing of a missing child.



obstetrics ward, surgical rooms, and acute care beds, but no psychiatric facilities. Local doctors with some psychiatric training have been called down to help deal with the crisis at hand (three of them, each with Psychiatry 35%). A consultant psychiatrist, Dr. Millard, has arrived from Providence (Psychiatry 60%) to help manage the situation. The police are also on hand, helping the security guards and orderlies to keep things as calm as possible.

When the investigator(s) arrive, they see that the hospital is in an uproar. Parents are crying and shouting. Television vans with satellite dishes are parked on sidewalks and double-parked in the streets. Reporters prowl the corridors, interviewing everything that moves.

Captain Stevenson of the Rhode Island Police talks briefly with the media, and gives the following statement:

"A freak storm with violent winds hit Camp Nar-Aqua last night. Every building in the camp was destroyed. Three survivors have been brought here, the closest hospital. We have found twenty-four bodies. Searchers have not yet uncovered the administration records, but many boys and camp staff are unaccounted for.

"An organized search began this morning at dawn. Survivors may yet be found in the wreckage. The site is being combed inch by inch. Loss of life and property seems to have occurred only at Camp Nar-Aqua."

CAPTAIN STEVENSON AND THE AUTHORITIES

Stevenson is a reliable man. He has been told by his superiors to keep order and calm at the site, and to comfort bereaved families as well as he can. His search of the camp and the recovery of survivors and bodies is to be as speedy as possible. No one wants corpses floating in the bay during tourist season. Stevenson has arranged for an environmental warning to be in effect for the next few days or until the clean-up has concluded (see boxed text on page 140).

CAPT. JOHN STEVENSON

A Sewage Warning

Via radio and local newspapers, the Rhode Island Department of Health advises individuals not to swim in Narragansett Bay due to sewage contamination resulting from heavy rains. This condition lasts from Day 1 through Day 5. The police have encouraged the closure of the beaches until investigations can be finished. In truth, the camp's bizarre destruction makes Captain Stevenson hesitant to have people around the area. The official story is that heavy rains have caused over 150 million gallons of sewage-contaminated water to be discharged into the upper and lower bays. Bathers put themselves at risk of illness.

Some of the illnesses that can be spread through sewage contaminated waters include Hepatitis A, shigellosis, Norwalk virus, and ear infections. The operators of the beaches have agreed to prohibit swimming until the water is tested for fecal coliform bacteria and the water meets acceptable standards. The hazard will be cleared by Day 5.

If the investigators bring in some sort of evidence concerning the disaster, he investigates their lead quickly and efficiently. Stevenson has children of his own, and will be lenient with grieving parents, even if they interfere with his duties. However, continued annoyance earns no cooperation. Extreme cases may be referred to the visiting psychiatrist.

Stevenson and twelve officers are at the hospital to attend to the situation. Stevenson will leave at 10 A.M. to get some rest, then head to the camp to see what his men have turned up.

If the investigators and Stevenson develop a rapport, he may mention information he finds during the investigation that he feels won't jeopardize his work. This includes Billy's deep one carving found in the wreckage of the camp, and the nurse's notes scattered around the medical cabin.

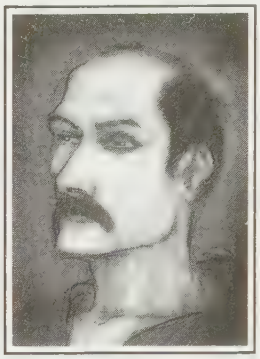
For police activities at the camp, see "Camp Nar-Aqua and Ft. Wetherill Park" on page 143.

GRIEVING PARENTS

The crowd of people consists mostly of grieving parents and relatives of the victims of the camp tragedy. They are in various states of shock, dismay, and distress. Among the anguished crowd are Ian and Nora Gillian, Sam's parents, and Todd Clarke, Chester's father.

Some parents in the crowd become angry with the Gillians and the chosen investigator(s), apparently for the miracle of their children surviving. Many in the lobby of the hospital are being given mild sedatives, or being led to quiet rooms.

Todd Clarke: he is numb with emotional shock. He has entered into a pathological grief reaction. He will talk with the chosen investigator for a bit, slowly getting more tearful and angry over what has occurred. Eventually he starts screaming at the police and the doctors to explain what happened to his son. He will become physically violent, and try to choke a doctor or a police officer. The doctors then order the nurses and orderlies to restrain Clarke, take him to a quiet room, and truss him up in four-point restraints. They give him a quick-acting shot of benzodiazipine. After four hours he will be up, calmer, but with an iron determination not to rest until he finds out what has happened to his son. Among other possibilities, the keeper can use Clarke as cannon fodder, as a distraction, or as someone who uncovers clues the investigators miss.



TODD CLARKE

Ian and Nora Gillian: these two parents are in shock, but also thankful that their son is alive. They are still terribly worried about his mute condition and his fearful manner. They want to take Sam to a hospital where he can be better treated, back in New York where they can be close to him. Ian and Nora will not want to participate in any investigations into the weird circumstances around the events, but rather sweep it all behind them.

IAN GILLIAN

REPORTERS

Radio and television newscasters are at the hospital. They want their stories, but they also act with decorum and treat the event with respect. No matter how politely they act, angry and shocked parents see them as intrusive and disrespectful. Keepers are encouraged to stage small scuffles and fights, with police intervention. Todd Clarke will likely try to clock some pesky reporter who crosses over the line. Perhaps some investigator will as well.

NORA GILLIAN

By the afternoon of Day 1, many newspapers and television and radio news shows have reported on the tragic destruction of the camp. Most reporters have been told by their editors to lay off too much comment about the freak storm, as the media does not want to discourage the area's tourism. Human interest stories—"How I Survived," "I Saw an Angel Warn Us," that sort of thing—get full play as long as their endings are upbeat and their conclusions cast no blame.

Jake Lockhart: he works for the *Providence Bulletin.* He grew up in New England, and his father told him many strange tales of the area. Lockhart has always been fascinated with the unexplained, and has written numerous features with occult angles to them. He came here when he heard about the freak thunderstorm. Keepers can use Lockhart as they need. Certainly he can help turn up clues for the investigators. However, he wants a spectacular story with his name on it, and wouldn't hesitate to turn in a feature that could put the investigators and himself in trouble (for instance, one that incidentally tells Nitocris the names of the people who are interfering with her dark lord's plans).

JAKE LOCKHART

DR. JERVIS MERKLE

Merkle is extremely busy. He only meets with parents or Captain Stevenson. He spends a few minutes with each set of parents. He already is worn down from events. He deals with those who have lost a child in the following ways:

- He says the death was quick, and that the boy felt little or no pain.
- He mentions that most died from flying debris.
- He adds that those who survive are in deep states of dissociative shock.
- If a parent seems to be going into hysterics, he will try to calm down the parent by calling a nurse to escort the person(s) into a quiet room and offer a mild sedative.
- He makes arrangements for all, but it will take time.

DR. JERVIS MERKLE

After Day 1, when most bodies have been sent off for autopsy and arrangements have been made to transfer the survivors, he can talk at more length. He will spend more time with a parent, discussing the tragedy, and sympathize with them. He will not add much to investigator information unless the character is a parent and gets a special result on a Persuade roll (a roll equal to or less than one-fifth of his or her Persuade skill). The same benefit comes from a similar Medicine roll if a doctor, or a similar Law roll if a law enforcement agent. If offered a bribe or if a reporter is just trying to get a story, Merkle terminates the interview and sends the annoying person packing.

If the right roll is made, Merkle talks. He says he has never seen anything like this before. Most of the victims had looks of such horror etched on their faces that Merkle's blood ran cold. Some of the wounds were very odd, including localized burning as if a focused electrical wave hit the flesh. In one child (Chester Clarke), the skull appeared to have a hole melted into it, and the brain had liquefied. The survivors are in deep states of shock. He has not seen this since dealing with political refugees who had survived recent torture. He is at a loss to make sense of the findings. He hopes the survivors can respond to psychiatric care.

If asked about legends or rumors of the area, he mentions he has heard a few, but he has only lived in Rhode Island for the last three years. The locals tell folk tales of bay monsters like those of Loch Ness. He also has heard of a ghostly diver who tries to drown children, but he says that the natives know more about it than he does. The investigators can ask anywhere along the bay to learn more.

Merkle privately believes that parents asking these questions are attempting to explain horrible events, and he feels that tragedies usually just happen. However, he is not about to interfere with a grieving person's makeshift explanation if it is holding him or her together.

AUTOPSIES

The investigators may try to find out about the results of the autopsies. This can occur if one of them is actually assisting in the forensic investigation (e.g. the investigator may be an expert called out by the police to help with the autopsies), or has a legal or medical reason to find out. Parents will not be told this information until it becomes part of the public record. A morgue attendant is bribable, however, and is eagerly looking for nosey reporters and investigators. The following costs about $100, or what the market will bear for an exclusive.

- About 95% of the victims' faces are twisted in fear.

- The majority of the deaths were caused by crushing blows from heavy debris.
- A third of the bodies seemed to have been hit with electrical surges that burned most of the flesh.
- Ten bodies had wounds that sloughed off flesh as if dashed with corrosive acid, but no traces of any such substances can be found in the wounds.
- Chester Clarke's body is the strangest. A small section of his upper skull seems to have vaporized, and then his brain was liquefied.
- If investigators get access to the bodies for inspection, and have a device for measuring radiation, they find that the bodies seared by lightning are slightly radioactive. The cadaver of Chester Clarke has the highest radioactivity reading. The levels are not high enough to be dangerous.

Survivors

Four people survived the camp's destruction. The police continue to search for additional survivors until Day 3 when they have accounted for all bodies except one, Billy Marsh. From Day 4 to Day 10 they continue to search the area to see if they can find him. After that, they assume his body is in the bay. Perhaps his remains will wash up somewhere. A month later, his face graces a milk carton with a missing child description.

BILLY MARSH

Billy and his hiding spot are described more fully in "Billy's New Cave" on page 154. His parents never come to Rhode Island. Captain Stevenson attempts to call them, but they have no phone. The police have Billy's home address of 222 Tudor Terrace, Monhegan Island, Maine. Stevenson asked the Maine police to go by and contact the parents, but the parents seem to be on vacation in China.

If investigators pursue this angle of investigation, the keeper can develop it as desired. Perhaps Mr. and Mrs. Marsh are innocent red herrings, or are normal-looking people who are members of the Esoteric Order of Dagon. Perhaps they never return from their vacation, as they may have joined their cousins beneath the waves.

SHAWNA APPLEGATE

She is the lone surviving counselor from the camp. She often took late night walks with her co-counselor boyfriend Jason Thompson while everyone else slept. The night of the Haunter's visitation, they went to a small barbecue pit down a trail, where they started a fire to make out by. When the Haunter came, they heard the screams from the camp. Running back, Jason was struck dumb when he saw the Haunter, while Shawna went temporarily insane and ran back to the fire. The Haunter destroyed Jason along with the others.

If the investigators are on friendly terms with Captain Stevenson, he adds the following: the police found Shawna huddling by the fire. She was adding more and more wood to the fire, which was about to spread into the forest. The police had to physically restrain her to prevent her from continuing. The officers present think she was trying to burn the woods down on purpose. She started screaming when they tried to take her from the site. She screamed for hours and then lapsed into a mute state.

SHAWNA APPLEGATE

She is transferred to the Rhode Island Hospital's psychiatric ward after Day 2. She will be certified as an involuntary patient until she begins to seem more in touch with reality, as she is unable to care for herself. A Dr. Ned Freedman (Psychiatry 70%) is treating Shawna.

Attempt a Psychiatry skill roll every second day. Her course of recovery is dictated by how well treatment succeeds. The keeper can modify this schedule for dramatic effect.

No Psychiatry Rolls Succeed: Shawna stays in a mute state. She stares at people in fear, and keeps huddled in a corner. She begins to scream when the sun sets. She calms down so long as there is a light on in her room. She will eat food and drink water, but only minimal amounts. She only sleeps during the day, and is up all night. If she gets a chance, she will try to start a fire.

1 Psychiatry Roll Succeeds: she begins to eat more, and seems slightly more settled. She talks briefly and cryptically about events. Shawna had read *The Lord of the Rings* recently, and has found in it a template giving form to the actual horrors she witnessed. She only speaks in brief sentences, and usually what she says has nothing to do with the questions asked. She still fears the dark, and still wants to set fires. If a character gives her a cigarette lighter, watch out! Things she might say are "The All Seeing Eye!" "The Eye of Barad-Dur," "Red Blazing Gaze of the Dark Lord of Mordor" (referring to the burning tri-lobed eye of the Haunter), "The Nazgûl's steed," "Dark winged monster" (the wings of the Haunter), and "Destroy the ring! Gollum has the ring! Destroy it!" (Insane insight into Billy's possession of the

Shining Trapezohedron. She saw the hideous frog-boy run off into the water). For characters lacking literary sense, a Know roll or a Library Use roll identifies the source of her references as *The Lord of the Rings*.

4 Psychiatry Rolls Succeed: her sleeping and eating become more regular. She socializes more with other patients. She is still obsessed with fire. She can now say it is not that she loves starting fires, but that she is afraid of the dark. "The Dark Lord of Mordor came with his Nazgûl and killed everyone. But they hate the light! Aragorn used torches to keep them at bay! I lived . . . my love died!" If asked to describe the Dark Lord, she says it was a large glowing eye. If investigators ask to describe the eye (or draw it) she begins screaming, and regresses back to the state she was in when only one successful Psychiatry roll had been made.

6 Psychiatry Rolls Succeed: her sleeping and eating habits are normal. She no longer talks in literary allusions, and now can describe the events of the night. The doctors think the references to the Haunter are part of her illness. To get her to describe events of the night requires a separate successful Psychiatry roll to keep her calm enough to tell it all, otherwise she refuses to talk. She relates walking with her boyfriend at night as described above. A huge bat-like thing with one red eye attacked the camp. Whatever it touched exploded with a blast of lightning. She says that while the thing was destroying the camp, she had the odd ability to see in the dark, as if darkness was a light source itself. This ability vanished after she ran in fear. She ran back to the fire and began to build it higher and higher, she is not sure why (an insane insight into the Haunter's weaknesses). If asked about Billy Marsh, she recalls that he was a weird looking kid who jumped off a boat and into the bay the day before the tragic events took place. He gave her counselor-boyfriend quite a scare, as the kid seemed to be underwater for twenty minutes. No one could figure out how he fooled everybody for that long. Billy was sent to the nurse's station afterward. She doesn't know anything else.

8 Successful Psychiatry Rolls: Shawna is back to normal. She seems to be doing well, but in fact has decided to suppress all information regarding the Haunter of the Dark. She still remembers the events, but is half convinced she experienced a hallucination, and would rather not bring up the story ever again. In fact, she will not, for she fears she will be put in a psychiatry ward again. She will not talk to investigators unless she trusts them and they have a damn good reason for her to talk.

SAM GILLIAN

SAM GILLIAN

The sight of the Haunter and the destruction of the camp drove Sam mad. He stares off into space, sitting in a huddled position, rocking himself and whistling an eerie tune. He does not eat or drink. He has the lights on in his room. If anyone tries to turn off the lights, he screams and attacks them. He only sleeps during daylight hours.

If an investigator tape records Sam's humming and researches the tune, both a Library Use roll and a Luck roll are needed. Success on both rolls reveals that the melody sounds like a song called "The Mad Flouters of the Daemon King" by a band called God's Lost Children.

Dr. Merkle plans to have Sam transferred to New York for treatment at the Hospital for Sick Youth (HSY) of New York (a fictitious hospital located in Manhattan) after Day 2. See "Play Therapy" on page 163 for more details.

DAVID

David acts like Sam. He wants a night light on at all times after dark. See "Play Therapy" on page 163 and "David's Doings" on page 166 for more details.

02. Camp Nar-Aqua and Fort Wetherill Park

Camp Nar-Aqua was named for the bay and for the major activities of the camp, aquasports. This includes scuba, snorkeling, boating, and other normal activities of a boys' camp. The camp had four sleeping cabins, the counselors' building, a boat house, a craft cabin, a mess hall, a hospital, and numerous outdoor structures for activities. The site is located on the west edge of Wetherill State Park. The camp had been running for ten years, and had an impeccable reputation. Boys ten to sixteen years old were accepted. The investigator who knows David is aware of all these facts, as are other investigators who sent their children there. The background of the camp itself holds no incriminating evidence.

The park is situated near the hundred-foot-high granite cliffs across the water from Fort Adams State Park. Known for its spectacular views of Newport Harbor and the East Passage of Narragansett Bay, Fort Wetherill has been a popular sight for viewing the Tall Ship events and America's Cup races. Wetherill is also a major location for scuba diving, with diving clubs from surrounding states as well as Rhode Island using the facilities and boat ramp year round. The park offers family and group picnicking, boating, fishing, hiking, and exploring on its 61.5 acres of property. It is open year round from sunrise to sunset. Seasonal facilities open May 1st through October 31st.

Fort Wetherill History

Investigators may wish to research the history of the area. This can be done in Providence's Atheneum or other large metropolitan library, or over the Internet with a successful Library Use roll.

- Fort Wetherill was a site strategically important for more than two hundred years. During the American Revolution colonists built an earthworks battery here for control of the East Passage, but lost the position to the British during the occupation of Newport.
- The area was then known as Dumpling Rock and the United States established Fort Dumpling circa 1800. A stone tower was partly built but work was suspended as Fort Adams was developed across the bay. The picturesque "ruin" was a familiar sight for many years.
- In the late nineteenth century, new coastal and harbor defenses were planned for the country. In 1898, as part of this Endicott system, the fort was enlarged, the tower dynamited, and poured concrete gun emplacements concealed in the hillside. In 1900 the fort was renamed in honor of Captain Alexander Wetherill, an infantryman killed in the Battle of San Juan during the Spanish American War.
- The Wetherill family members have been Jamestown summer residents for many years. The fort was reactivated during World War II and garrisoned the 243rd Regiment. At the end of the war in 1945, selected German prisoners took part in a program of civic reeducation, held here and elsewhere in Rhode Island locations, before going home to work in German law enforcement.
- In 1972, 51 acres of the land were transferred to the state, part of a federal program turning surplus property over to recreation use. Since then many visitors have enjoyed the park's spectacular views and scuba opportunities.

Keeper option: this location can generate red herrings to keep investigators off track. For instance, researching the history of the area turns up an old design sketch of the fort's unfinished tower that was later dynamited. It is a curiously shaped structure; those making a Cthulhu Mythos roll wonder if it was a tower used in the summoning of Yog-Sothoth. There also might be mysterious underwater barriers, walled-up masonry reinforcements, covered-over or filled-in tunnels, and passages that might seem much more significant than they prove to be. The locals may tell ghost stories of slimy creatures seen in the bowels of the fort in the wee hours of the night.

The Ruins of the Camp

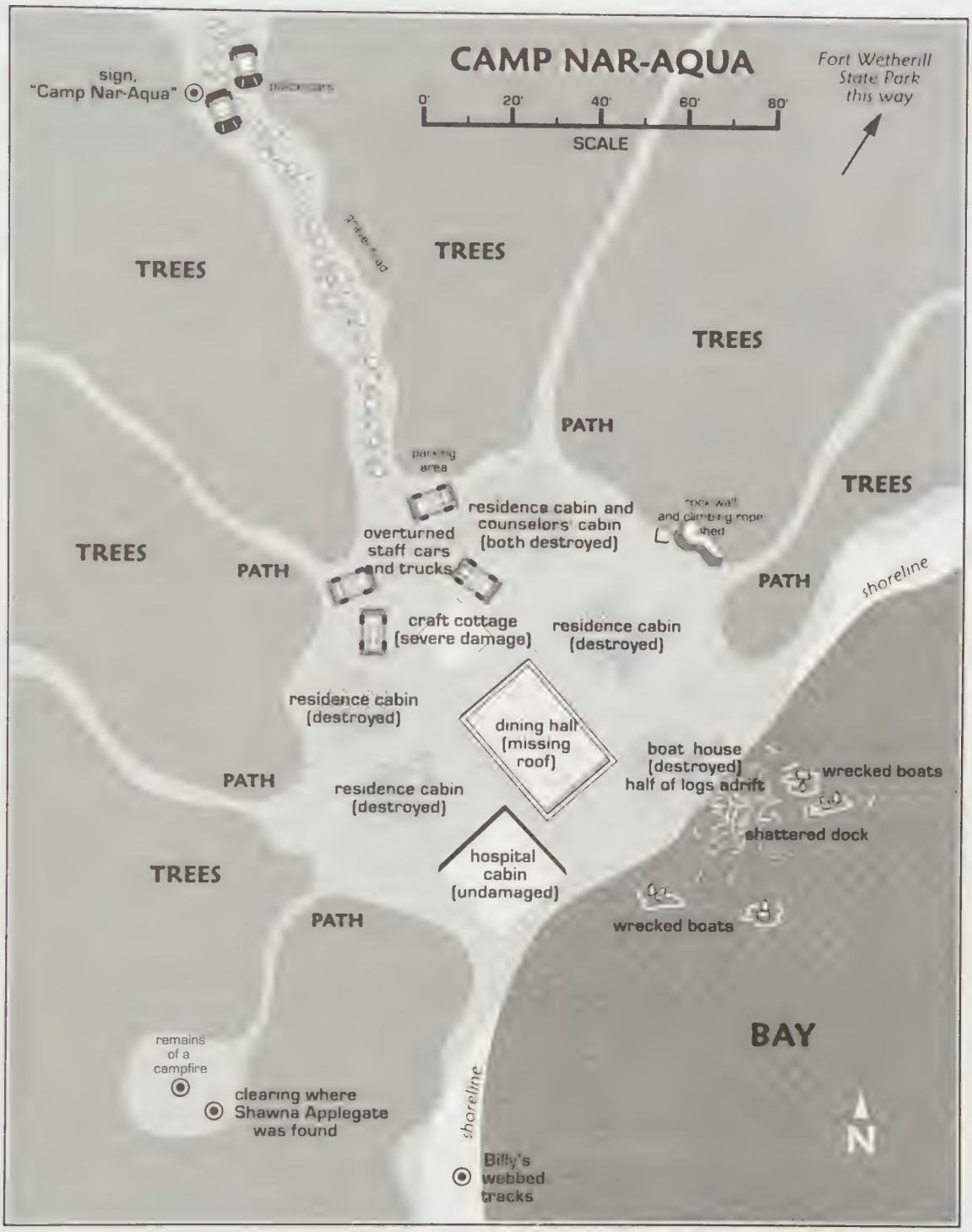
It takes twenty minutes to reach the camp by car once entering the park. The countryside seems remarkably pleasant and peaceful, unlike most investigator jaunts into the unknown. A brightly painted sign proclaiming *Camp Nar-Aqua* directs travelers along a gravel road.

If it is the first two weeks after the start of the scenario, police cars and park ranger vehicles block the road. They do not let just anyone into the camp. They especially keep away grieving parents, as they may cause a disturbance. With a successful Persuade, Law, or Fast Talk roll on the part of the driver, the officers/rangers call Stevenson for instructions. The investigators also can try to wander through the woods to get to the camp. If investigators ask to speak with someone in charge, or specifically ask for Captain Stevenson, Stevenson will meet with them by driving to the roadblock. If they can convince him that they can help with the investigation, he may allow them into the camp.

The camp is situated in a clearing surrounded by dark woods on one side, and the waters of the bay on the other. Smells of burnt vegetation and meat permeate the air. All the cabins have been damaged—parts of walls have been blown away, other parts are scorched and blackened, and the area generally looks like a cyclone hit it. Strewn about the wreckage are charred plastic Camp Nar-Aqua mugs, water bottles, baseball caps, T-shirts, sweatshirts, and jackets, all sodden with rain. The camp stinks of decay and death.

Grieving characters exploring the area need to make a POW x3 roll to resist breaking down crying as they imagine their children burning to death.

In the first week after the disaster, police experts, rangers, and forensic technicians comb the ruins during the daytime to determine what happened. There may be still-living victims buried under the wreckage of the camp. With the help of dogs, all bodies are



found and transported away within the first two days. After Day 3, there are no more corpses. However, investigators seeing the dead victims (at the keeper's whim) suffer great dismay—the investigator linked with David (1/1D4 Sanity point loss), any investigators with already dead children (1D2/1D6 SAN loss), and others (0/1D4 SAN loss).

THE HOSPITAL

The six-bed hospital cottage is still standing off to the side of the camp, oddly untouched by the chaos that wrecked the rest of the camp. *Keeper's note: the hospital had its lights on all night, so that campers could come out to see the nurse if they felt ill. The Haunter bypassed the building. Nurse Larson woke up during the attack of the Haunter, and tried to help children get to shelter. None of them reached anywhere, except oblivion.*

Investigators looking through the nurse's files see that that she treated Billy the day before the camp was devastated. He apparently dove off a boat in the middle of the bay and vanished for a few minutes underwater (Larson didn't write "twenty minutes," as she thought that was impossible).

Billy seemed to be fine. She notes that he had largish round eyes, a flattish nose, and odd-looking marks on his neck. He also had a foul body odor. She decided to send a letter to his parents to have Billy checked for hypothyroidism. The address of the parents is in the file as well, 222 Tudor Terrace, Monhegan Island, Maine. The police won't survey the files until sometime between Days 3–5; they don't want to disturb anything until the hospital is examined to determine why it was untouched. As mentioned before, Stevenson may relate this information to helpful investigators.

FURTHER DETAILS OF THE CAMP

- Off to the side of the center area was an archery course. The targets have been scattered into the woods.
- A set of ropes for climbing and a practice rock wall (for climbing) have toppled over, and are charred and tangled into a heap.
- The dining hall's roof has been torn off. Inside are strewn pots and pans, shattered plates, and the stench of rotting food from the destroyed freezers. The fireplace seems to have been crushed by some heavy object. The carpeted floor is shredded as if by claws (actually the Haunter's electrified tendrils).
- A craft cottage with stove, sink, and ample work areas has also been damaged severely. The walls have fallen like dominoes—two sides of a building lean on each other, the ends are falling out, and the roof has been swept away. The blackened walls look as if lightning seared them. Under the debris are various tools and items for studying biology, drawing, painting, and woodworking. Scattered half-burnt art is under there as well. With a careful search and a successful Spot Hidden roll (on Day 3 the police find the clue) an investigator uncovers a wooden carving of a toad-like human. Carved by Billy, it is an effigy of a deep one, as a Cthulhu Mythos roll will confirm. He began to dream of his heritage after the rays of the crystal bathed him.
- The log boat house has mostly blown into the bay. The structure is half broken up, with logs floating away.
- There are four residential cottages. All have been destroyed, and only wreckage and foundations remain. Various belongings of the children who inhabited the buildings can be found—a toothbrush, hand-held video games, glasses, contact lens cases, clothes, etc.
- The dock is broken and scattered, mingling with chunks of the boat house, though some of the piers are in place. Overturned and holed sailboats, canoes, rowboats, and windsurfers are found on the shore, adrift with the tide, or sunken in the shallows near shore. All the scuba gear oxygen supplies seem to have exploded, leaving numerous metallic fragments around the area.
- The counselors' building, which was originally next to the parking area, has been completely destroyed. Only rubble remains, scattered among the overturned staff vehicles and mixed with the ruins of one of the residential cabins.

FOOTPRINTS

Though searchers and rescuers have obliterated any meaningful tracks in Camp Nar-Aqua, various hiking trails lead away from the camp and into the woods and park. A careful search for 1D4 hours uncovers two sets of odd footprints.

- The first is that of a humanoid foot, with webbed toes. It is found along the shore, coming out of the bay, then going back again. The size of the foot is similar to that of a pre-adolescent youth. If a plaster cast of the footprint is made, it can be studied later. Any successful Cthulhu Mythos roll identifies it as the footprint of a minor Mythos being. If the cast is shown to Dr. Raithe (see pages 150–151), she excitedly links it to her theory of the deep-sea humanoids off the coast. Biology or Zoology rolls are unable to identify the tracks, except to speculate that a large frog-like creature made them. Based on the depth of the impression, the creature weighed about one hundred pounds.
- The second set of prints is seen only on or after Day 2—that of three sets of large scuba-flippered feet wandering around the area. These are the tracks of the three children of Shugoran, searching the area. See page 186 for more about these nasty things. These tracks also can be cast, and a Cthulhu Mythos roll will identify them as made by a minor race, but not deep ones. Analysis of the tracks with Biology and Zoology rolls also cannot identify them, except they are reminiscent of a combined frog and catfish flipper, and that the weight of the creature was a little less than two hundred pounds. Dr. Raithe is also excited by these finds, again saying they fit into her theories. If Stevenson is made aware of them, he wonders if some nosey reporters got scuba outfits and swam into the area to get pictures.

STRUCTURAL DAMAGE AND RADIOACTIVITY

A careful look around the wreckage turns up more questions.

- The whole area except the hospital is devastated. No known weather phenomenon could explain it (a successful Meteorology roll confirms this).
- The lightning damage is highly localized, but it left oddly repetitive patterns. If both a Spot Hidden and an Idea roll succeed, the observer notes that a shape like a giant bat wing can be noticed, blackened into various debris.
- If able to inspect the victims of the disaster, most seem to have been crushed, electrocuted, or to have had their heads strangely melted. Expressions of stark horror etch their rotting faces (1/1D4 Sanity points).
- A Geiger counter picks up a low non-lethal level of radioactivity around all the camp, except for the medical cabin. If the Geiger counter is placed over Billy's frog-like tracks, the counter reports more activity yet. (Investigators may do this if they connect the radioactivity with the Haunter's spoor).

ENCOUNTERS

Police and Rangers: if the investigators visit the camp during daylight for the first two weeks, they find the police are there, along with various experts on meteorology, arson, and so on. Every night a patrol car parks at the entry road to stop people from going into the site. In the end, the police have no more answers than when they started, unless the investigators can tell Stevenson what is happening. The police keep an eye on the area, and patrol cars show up more than usual, but within the month they pack up and leave. The whole disaster goes into the "unsolved" file.

Children of Shugoran: if the investigators survey the camp area on the nights of days 1–3, they may encounter children of Shugoran, who are trying to pick up Billy's trail. The children sniff around the area for a few days, keeping out of sight as best they can. They go onto land only at night. Then they search for the child along the coast. They catch up with him by Day 12 and murder him if the investigators don't find him first. The keeper can have the children of Shugoran appear at night anywhere around the bay as an encounter for the investigators. At first, only one is glimpsed from afar. Observers think it is the ghost of Henry Johnson (see "Legends of the Bay" on page 148). After Day 12, the creatures leave with the Shining Trapezohedron, and deliver it to Nitocris in New York City. If the investigators get hold of the cursed crystal, the monsters will be at a loss, and remain around the bay, searching for the crystal forever.

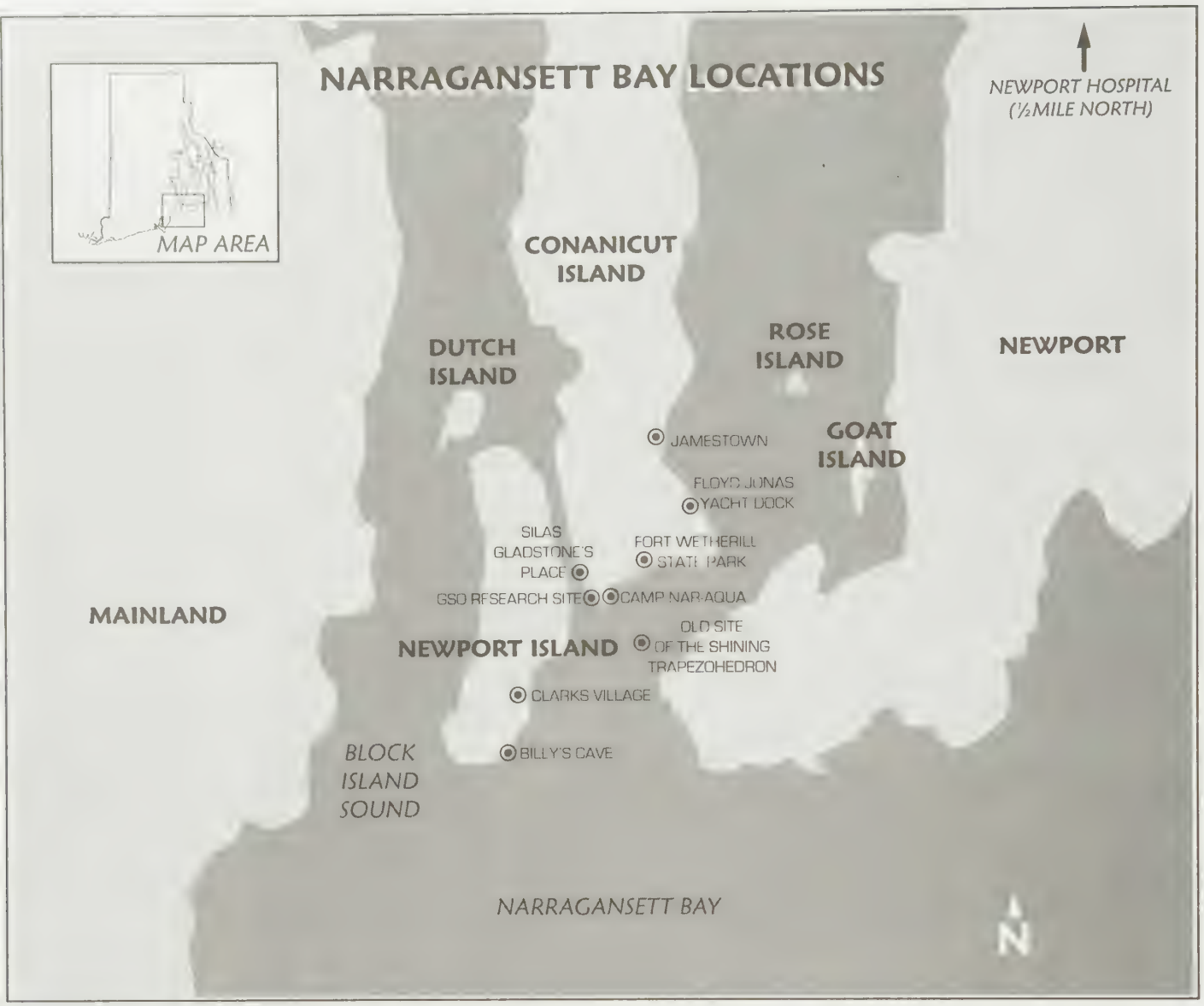
CHILD OF SHUGORAN

NWI Agents: agents of the Black Brotherhood appear on Day 3. They linger about the GSO research site during the day, but one or more of them will try to sneak into Camp Nar-Aqua at night to check things out (for more, see "NWI Agents" on page 151). If they encounter a child of Shugoran, the agent named Sebastian will make a mystic sign indicating their allegiance to Nyarlathotep, and then parlay with the monsters. Sebastian tells the aquatic horrors to find the hybrid boy and get the crystal at all costs. Investigators hiding around the camp may overhear such a conversation. If they are discovered, they are in deadly danger.

03. Narragansett Bay

The following is known by locals familiar with the bay, known by a successful Know roll for characters who vacation in or beside the bay, or known by anybody with a successful Library Use roll.

- Narragansett Bay is an estuary with a surface area of 381 square kilometers (147 square miles). Its watershed totals 4292 square kilometers (1657 square miles), 61 percent of which is in Massachusetts and 39 percent in Rhode Island.
- The bay has a history of major environmental problems. These include toxic pollutants, declining health and abundance of living resources, need for fisheries management, adverse health risk to consumers of seafood, and adverse environmental impacts on commercial and recreational uses. A successful Idea roll emphasizes that the reports and problems have risen steadily since 1935.
- In 1980, the Narragansett Bay Commission (NBC) was created to reduce pollution and improve the quality of the bay and its tributaries. The NBC owns and operates the state's two largest wastewater treatment facilities. They also have mutual projects with the Graduate Studies of Oceanography department of Rhode Island University.



Legends of the Bay

Investigators talking to the locals near Camp Nar-Aqua or anywhere along the bay encounter lots of stories and legends. The keeper can originate as many as desired. Do have the investigators uncover the first two legends, *Age Papers #5: Statement of Silas Gladstone* and *Age Papers #6: Statement of Floyd Jonas,* as they contain leads to further evidence.

The Legend of Henry Johnson: this tale started in the 1970s. It tells of a ghostly scuba diver who likes to drown children. Its basis is in the sightings of the children of Shugoran who prowl the bay in search of the Shining Trapezohedron. This legend is also the current favorite in the whole area. It was used as a boogie-man to scare the kids at camp. Investigators can hear about it from local residents. If asking residents, some will even swear they did see the ghost of Henry Johnson walking about, a big black man in scuba gear wandering around the edge of the bay. The monsters' appearance can be mistaken for that description, as it was in T. E. D. Klein's "Black Man with a Horn."

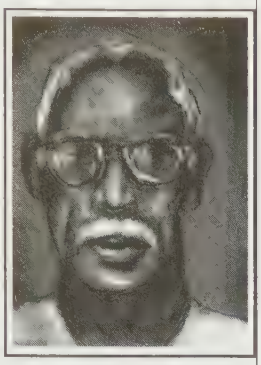
- A version of the story can be told to the investigators by Silas Gladstone, an old man rocking on the porch of his cottage near the shore. He lives in the cottage closest to the camp. A man in his sixties, with thick spectacles and usually equipped with a glass of home-brewed ale, he can be encountered if investigators walk along the bay away from Camp Nar-Aqua. He was asleep during the thunderstorm that destroyed the camp, so he can't add any information for the investigators on that topic. See *Age Papers #5.*

Radioactive Dumping Ground: investigators wandering along the shore away from camp will come across a boat and yacht dock. Floyd Jonas owns the dock. Jonas is a large-bellied man with a balding head. He always wears a baseball cap and overalls. He is a verbose man with a slight drinking problem,

Age Papers #5

Statement of Silas Gladstone

"Henry, he was one of them fancy divers. He and his wife, they moved here from Haiti back in the sixties. He was a big man, a proud man. His wife Josie, she was a mysterious one. Folks said she knew the ways of voodoo. He used to teach fancy diving, y'know, scoobah, to students from the university in the summers. Trouble with Henry, though, was his wanderin' eye. He loved them young girlies in swimsuits. He had more affairs than my front door has been slammed, yes sir!



SILAS GLADSTONE

"One day some children from the camp saw Henry making love to their counselor. Well, they told on him to his wife. She was a trifle mad . . . mad enough to hex the poor bastard when he went diving with another girl. He was never seen alive again. But he has been seen dead, and that is for sure! His ghost swims the bay for his sins. He blamed the youngins for his woes, and now they say Henry's ghost comes at night out of the bay, to drag children to watery graves . . . when he can find one alone. They say only the love of a woman can redeem Henry."

at his most friendly when sharing a drink. He rents boats out to tourists, except in winter. If an investigator works for the government, he automatically resents him or her.

- Jonas rents many craft, from dinghies to yachts. He also has scuba gear, wet suits, and other equipment to rent.

- If the investigators make a favorable impression, Jonas tells stories about the bay. He claims he knows why the Bay has so much pollution trouble, and other weird stuff happening—the government is dumping radioactive waste here! His father, Tom Jonas, told him all about it. He tells the investigators the story in *Age Papers #6.* If asked about the night of the thunderstorm, he remembers looking out and seeing a tiny red glow in a huge black cloud floating over the area. "It was probably nuclear fallout effects from the bay. I think maybe I should sell this place to some sucker, and get out before this place goes to hell!"

Age Papers #6

Statement of Floyd Jonas

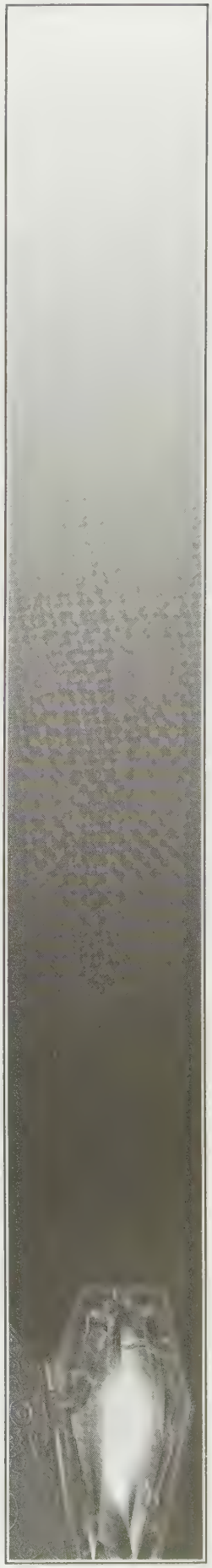
"My dad was a good man, may he rest in peace. He still regrets helping that fancy fellow from the town. . . . It was way back, in 1930-something. Pa owned this very same dock—of course I have built up the business—the tourism here is making me rich. . . . Excuse me . . . I was saying, Pa rented boats right here. A fellow named Doc Dexter asked Pa if he could rent a boat, and have Pa sail it out over the deepest part of the bay. Now, Pa knew this fellow, he was a well-respected doctor from Providence. No reason to suspect he was up to no good.

FLOYD JONAS

"Pa took him to where the water was deepest. The whole time, Doc Dexter clutched a metal box and stared at it, muttering things like he was in a trance. He was feeling guilty for what he was going to do, if you ask me. Guilty for what? I will get to it, hold on. Anyway, Dexter heaved that thing over the side, and Pa and him headed back to shore. Pa never saw Dexter again.

"Well, close to fifteen years passed. During that time, the bay around here has gotten odd. Pollution has increased. Pa didn't connect the two things together until somewhere in the 1950s, when a detective named Purvis came sniffing around, asking about Dexter. Now, Pa didn't have a great memory, but that boating trip had stuck in his mind. He asked this Purvis fellow what it was all about, but all he could get him to say was 'official police business.'

"Well, Pa went off to town, to look up Dexter, but Dexter was gone. Then in 1951, he saw a newspaper article saying that Dexter was not only a doctor, but also a nuclear scientist! The rest we put together. Dexter must have dumped radioactive waste from those early experimental days into the bay. Probably government stooges do things like that all the time. Well, Pa died a short time after finding out about Dexter. I guess the worry did him in. I've called the authorities to complain and check the waters for nuclear waste! They never do! They just tell me to calm down and seek professional help! Bunch of bastards!"



Bay Serpents: like many bodies of water, the bay has its sightings of sea-serpent, Loch Ness-like monsters. The local residents tell these red herrings to the investigators.

- An old Indian legend tells of a monster in the waters, who was actually a man transformed by a curse as a punishment for killing his brother. It has the face of black thick tentacles, a black thick hide with multiple mouths dripping goo, and cloven feet.
- In 1952, an Indian trapper was astonished to observe, moving across the waters, a "dog-faced animal with a neck the diameter of a stovepipe."
- In 1960, Seth Atwood saw a white humpbacked creature like a serpent the size of a whale!
- In 1980, a thing like a giant squid appeared and capsized a small boat. The survivors say the thing had a dark upper surface that glistened, and part of the body projected about four feet in the air.
- There have been sightings of sawtooth fins the size of dinosaurs cutting shark-like through the waters.
- People have seen a creature rise from the water that was horse-headed and bearded like a goat, with a long sucker-covered tongue and humped back.

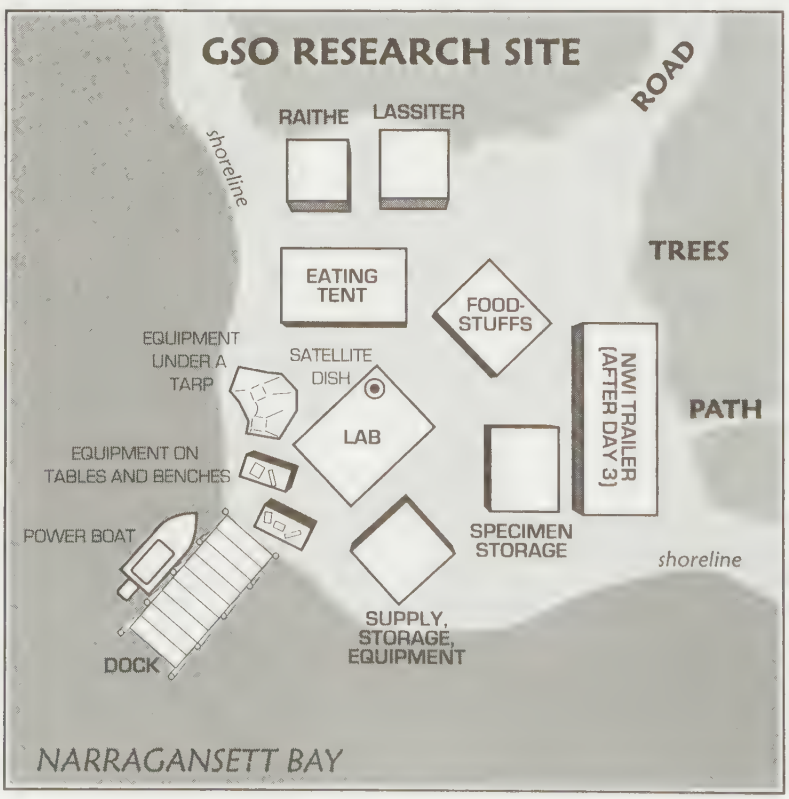
04. GSO Research Site

Along the shore to the west of Camp Nar-Aqua is the GSO research site. It is set up on a small landing that juts into the bay. This is where Dr. Lassiter and Dr. Raithe are conducting more hands-on research into the bay. Keepers can add graduate students and techs to the population if they want to be more realistic, or give the investigators more people to talk to. These extra people will know the basics of the project, but nothing about its funding nor about their project leaders' secret theories.

The Research Site

There are small pre-fab shacks surrounded by various pumps, intakes, and filters. Characters familiar with underwater sonar recognize some machinery. There are water samplers, spectrometers, and radiation monitors. Inside, lots of small refrigerators preserve samples, and larger tanks keep them alive. A motorboat is tied to a small dock by the shore. A pickup with the letters "GSO" painted on its side sits nearby. A large microwave dish is set up on top of one of the shacks.

The scientific gear is usually in one of the locked shacks. Dr. Lassiter and Dr. Raithe each have their own trailer-sized units, as offices and sleeping quarters. Another shack holds a room with a cold storage unit for specimens, microscopes, and various chemicals for preparing and preserving specimens. A computer is hooked up to a real time satellite feed, showing an enhanced image of the bay on a large monitor. It links to a NWI weather satellite (see below). A few Geiger counters also sit on a workbench.



Investigators visiting the site are met in a friendly fashion by the two researchers, who explain that their research focuses on the dynamics of Narragansett Bay by using remote sensing technology. This includes multispectral satellite imagery to view

various water properties over the entire estuary, to understand the spatial and temporal interaction of the bay's physical and biological characteristics. They do not think to mention that their research grant comes from NWI unless asked.

The doctors do not discuss their findings with the investigators, unless they think they have to or until they trust them. The findings are proprietary. When the NWI agents arrive on Day 3, Lassiter and Raithe begin to wonder about a secret purpose to the project. They may turn to the investigators for help. Alternatively, investigators breaking into the lab shack can look through the notes and find out what the doctors have discovered. A map of the area indicating a particular site in the bay is pinned on the wall.

The scientists have data flowing in from an NWI weather satellite relaying the changing temperatures of the bay. They found that one area was a cold spot that radiated out in a jagged pattern. They have boated over the area, and have taken samples of the water. The microorganisms in the water have grown abnormally large, and mutated from normal bay types. They also found traces of radioactivity. They went back over the area with radiation sensing equipment, as well as X-ray film, and found the area below emitted extremely low radiation, though nowhere near a level that could damage organic life. Underwater sonar devices cannot seem to locate it. Dr. Lassiter was planning to dive with a shielded wetsuit that blocks low levels of radiation to try to find it; however, NWI has not yet sent out the special scuba gear. The doctors believe that there is a radiation source somewhere in the cold-spot area. However, as their findings are inconsistent (including a radiation source that seems to suck in heat rather than emit it), they want to dive in safety and see if they can pinpoint the source.

Lassiter's private notes state he believes a radioactive meteor crashed into the bay in 1934. His theories are very sketchy, but he discusses strange weather patterns around 1934, along with red flashes of light seen in the heavens (a bastardization of events when the Haunter came out of the bay to hunt and possess the hapless Doctor Dexter). Lassiter wants to recover the meteorite. He imagines that it is quite large. He mentions some British colleagues who also are in search of a large meteor that may have crashed in the 1600s in the Severn Valley in England.

DR. MORTIMER LASSITER

Dr. Raithe's cabin holds her private notes. She discusses the theoretical existence of aquatic humanoids based on an ongoing research interest she has pursued for years. She discusses the aquatic ape theory, evolutionary offshoots, and other radical thoughts regarding deep-sea life. She speculates that the radiation she and Lassiter have detected is a power source for some underwater humanoid habitation. She refers to a book called *The Teachings of the Esoteric Order of Dagon.* (See the sidebar below for more information.) She is sure she is on the right trail. One folder holds preliminary notes for a book she is going to write regarding her theories. Under a pile of computer printouts is a slim book entitled *The Dreamer Beneath the Waves,* a book of art featuring ink renderings of monstrous sea creatures by an artist named the Night Serpent.

DR. MERLINDA RAITHE

For more information on Dr. Lassiter and Dr. Raithe, see the non-player characters section at the end of this adventure.

The Teachings of the Esoteric Order of Dagon

Written in Elizabethan English, author unknown, 16th century A.D. *Sanity loss 1/1D3; Cthulhu Mythos +2 percentiles; average 1 week to read and comprehend/2 hours to skim.* Spell: Contact Deep One.

NWI Agents

The three agents arrive on Day 3 in a large recreation vehicle. They identify themselves as Dr. Sebastian, Mr. Varek, and Mr. Crisp, representatives of NWI. (Sebastian's statistics are on pages 185–186; use average NWI/Black Brotherhood Agent statistics on pages 184–185 for Varek [Muscle] and Crisp [Creep].) They show their credentials to the scientists. They say they are auditors, here to examine how the grant money is being spent. They will be here for a few days. They have brought three heavy wetsuits

ZOLTAN SEBASTIAN

which protect against low levels of radiation. The suits also provide 3 points of armor.

In fact, the three are here to find out what has happened with the Shining Trapezohedron. NWI has not been informed about the cold spot or the elevated radiation. If the agents find out, they will dive themselves to find the crystal. If they realize that the crystal has moved, they will try to contact the Shugoranites to send them after Billy.

Their RV has nothing visibly incriminating in it. It is fully loaded with comfort items. It holds four beds. With a successful Spot Hidden, a secret space is found that requires either an INT x3 roll to figure out how it opens, or a breaking of the STR 15 panel itself (the latter screams out that someone has been snooping in the vehicle). The space is 2' x2' x5', which holds three shotguns, Brotherhood assassin gear (poisons, throwing stars, vests, and anything else the keeper wishes to toss in), and a mirror with an oddly carved frame. The mirror is dusty and dirty. Looking into it one can only see shadows. It is actually a two-way communication system. By chanting correctly and expending four magic points, the user can talk to someone standing and looking into the connecting mirror. Both parties' faces are shadowed to silhouettes, and their voices altered to deep grumbles, so that no one on either side can identify the other. The connected mirror hangs in an office in a NWI building inhabited by Mr. Sirahk. One of the agents contacts Sirahk every day at midnight while they are at the bay.

If the agents discover the investigators have the Shining Trapezohedron, they will try to kill them and take it, enlisting the help of the Shugoranites. If the investigators have left for New York with the crystal, and the agents discover it, they will inform Sirahk and then commit ritual suicide for failing in their mission.

THE SATELLITE

The doctors have not bothered to take recent readings from the cold spot in the bay, as 1) the phenomenon has been stable for months since they began the project, and 2) connecting to the satellite costs money, so why waste it? The doctors and the NWI agents know the connection code to the satellite. Investigators who can make a Computer Use roll after looking through Lassiter's notes can also connect the computer up again.

If readings are taken again, the cold spot has moved over a mile southwest! This is the area where Billy's cave is located.

Keeper's note: the usefulness of an investigator connection to a NWI weather satellite is left to the keeper.

GSO Information

In case the investigators want to check out the GSO, the following information can be found on the Internet or at a library without a skill roll:

- The Graduate School of Oceanography (GSO) of the University of Rhode Island offers instruction leading to the Master of Science and the Doctor of Philosophy degrees in biological, chemical, physical, and geological oceanography as well as in interdisciplinary and related areas such as atmospheric chemistry.

- Interest in the marine sciences and oceanography at the University of Rhode Island dates back to the mid-1930s when the Narragansett Marine Laboratory was established. With significant reorganization and considerable expansion, the initial marine program became the University's Graduate School of Oceanography in 1961. *(Keeper note: the deep ones off the coast have also curtailed their activities since the 1960s to hide from these researchers—they remember the government raid of 1928, and do not want another open confrontation.)*

- Research at the GSO's bay campus is conducted by approximately two hundred research programs which have a combined budget of approximately $21 million in federal funds. This

Underwater Combat

Everything underwater has an effective 1 point of armor, since kinetic force is lowered by water resistance. Wet suits add 1–3 additional points of armor, depending on the strength and thickness of the suit. Thus, someone wearing a 3-point wet suit underwater gets the benefit of 4 points of armor.

Lower most manipulation skills by 5 percentiles per point of armor. An unarmored person with 45% Grapple on the surface has only 40% Grapple underwater. The same person wearing a 3-point wetsuit has an effective 25% Grapple underwater.

Lower the chance for success of weapon attacks by 25 percentiles unless the weapon is specifically designed to be used underwater, such as a speargun. Hand-held spears and knives are essentially surface weapons; reduce their attacks by 25 percentiles. The damage done does not change.

Characters using scuba gear without scuba experience (at least Swim 20%) suffer a reduction of all physical skills by half.

research ranges from the dynamics of present-day ocean circulation to the nature of ocean circulation 100 million years ago, and from the role of bacteria in carbon cycles to communication between whales. The research activities at GSO require an extensive and specialized array of scientific and technical equipment and services. Many of the laboratories and instrument facilities are state-of-the-art and unique to GSO.

- A Library Use or Computer Use roll at one fifth of the investigator's skill or less reveals that a few special projects targeting exploration of the bottom of the bay have been financed by NWI grants. One major grant that has been continued is for Dr. Mortimer Lassiter and Dr. Merlinda Raithe's bay dynamics project.

05. Underwater Investigations

The keeper can have the children of Shugoran or NWI agents in scuba gear run into the investigators at any time. This will likely occur if they are poking around the former site of the crystal, or Billy's new cave. They also may be shadowing the investigators, trying not to be detected in the process, to see if the investigators lead them to the crystal.

The Former Cold Spot

If equipped with Geiger counters, those within a hundred feet of the site can detect a somewhat increased amount of radiation—the residue within the vegetation and rock that absorbed the eldritch forces. Botany or biology skill rolls reveal that the local vegetation exhibits mutations.

- Such mutations actually might be detectable only after study and lab analysis, but keepers who wish more melodrama can state that the plants hug outcrops like snakes, and wriggle at the investigators if they come near. Analysis also shows that the plants are dying from lack of nutrients, for they can no longer perform photosynthesis. The place is quite creepy as the rocks look almost like ruins of an ancient citadel built from black granite (they aren't). Similarly, for each minute spent in the area, there is a cumulative 10% chance of a mutated school of fish coming by. Use the statistics for a rat pack in the *Call of Cthulhu* rules. They are sickly green, slightly glowing, have little claws on the edges of their fins, and a humanoid eye on the end of a stalk projecting from their mouths (1/1D4 Sanity points). If beaten away with underwater torches or other methods, they retreat. Then the 10% cumulative chance begins again.

Keeper Option: Mutant Plague

Some of the vegetation at the former spot of the Shining Trapezohedron can spread a gruesome disease. Anyone handling the stuff without tools may prick themselves on a plant needle unless they succeed at a DEX x5 roll. Although the scuba suits provide protection, the gloves are not strong enough to block the steel-like quills of the bizarre flora.

Anyone pricked by the needles must make a CON Resistance Table roll versus the flora's toxicity level of 30–the number of days the crystal has been away. (Thus, the vegetation will be completely dead after a month away from the Shining Trapezohedron.) If the roll fails, the pricked body area will begin to develop a sickly green rash. Without the radiation of the Shining Trapezohedron, this effect only lasts for 2D2 days. A small section of the character's skin turns slimy, green, and monstrous, but then begins to shrivel and dry up. This will cost the character 1 point each of CON and APP (if this area is exposed to public view) and a loss of 1/1D4 Sanity points. If the character has the disease and is exposed to the rays of the Shining Trapezohedron before the mutant flesh has dried up, it may speed up its growth. Also, the character keenly desires to bathe in the rays of the crystal (he or she will refuse to be away from it). Such characters can also sense the presence of the crystal when they are within a hundred feet of it, although they do not know its precise location. If the disease is allowed to grow, within 2D3 days the character becomes a shambling monstrous thing, desiring animal and plant tissue to eat. The thing may grow to monstrous proportions, and may reproduce itself by budding. Eventually the victim transforms into a creature very similar to a dark young of Shub-Niggurath, with the ability to infect others with the plague through the numerous quills studded over its bulk. Use the stats in the *Call of Cthulhu* rules—for every point of damage inflicted by the creature to a living being, there is a 10% chance the victim has been exposed to the toxin (toxin POT=CON of the monster).

- If the investigators use a Geiger counter to locate the highest level of radiation, they are quickly led to the spot where the crystal formerly was. They find a big mass of bizarre vegetation. Biology and/or Botany rolls cannot identify any of it, except to reveal that it resembles a combination of moss and fish tissue. Samples taken will show that the growth seems to be withering away and dying. Without the energies of the crystal, the mutated vegetation is slowly starving to death.

Billy's New Cave

The new cave is located one and a quarter miles southwest of the original cold spot, a few hundred feet away from Clarks Village. It is twenty feet off shore and ten feet underwater to the entrance. The cave mouth leads to a tunnel that goes thirty feet and then opens up into a larger air-filled chamber. The ceiling of the chamber has small cracks leading to the shore (only SIZ 10 or smaller characters can squeeze through—Billy can). The location smells like rotten fish, the walls are covered in dark green moss, and the area has many large rocks (behind which Billy can hide). He has been hiding here since the night of the Haunter.

Billy keeps the Shining Trapezohedron on a rock table. When he catches fish, he brings them back to the cave to eat. He rarely goes out since he escaped (by luck) the monstrous Shugoranites. Now he only goes out during daylight hours, since he notices the Shugoranites seem to prowl mostly in the night. He is terrified. Although he loves bathing in the rays of the crystal, he also has lost all his sanity in realizing he has become a monster and is cut off from the rest of the world.

Investigators will be able to stumble onto Billy by:

- Using the equipment at the GSO research site.
- Staking out the bay and noticing his appearance.
- Interviewing inhabitants of Clarks Village, some of whom report seeing a giant frog in the water.
- Trailing the NWI agents or Shugoranites (this is dangerous).
- Todd Clarke hunting Billy down with a speargun.

If the investigators do not find Billy, the Shugoranites do, and dispose of him on Day 12. They then make their way to New York City. If the investigators find Billy, the agents or Shugoranites may be following them.

Billy is frightened. He will fight to protect himself. If the investigators try to talk to him, he will begin to cry and wail. After a while, he calms down. His croaking is a mockery of human speech, requiring investigators to make successful English rolls to communicate with him. He can tell the investigators about the night of the Haunter's attack, but does not know what the monster was, what happened to everyone else (as he ran away), and has no clue what the black crystal in the box is. He will not want to part with the Shining Trapezohedron, as he has become addicted to its baleful energies. He fights to maintain it, but stops if wounded physically, and whimpers.

If the investigators get the crystal from Billy, he pleads for their help. If Dr. Raithe is with the investigators, she volunteers to save him from being sold to a carnival or worse. With or without Dr. Raithe, investigators may choose to help Billy return to the sea to join his brethren. There is no Sanity reward for this, as it is balanced by the fact they are releasing a potential future enemy. See the description of Billy Marsh on page 188 for details.

06. The Shining Trapezohedron

This section contains diverse information pertaining to the history of the Shining Trapezohedron. Investigators may embark upon this line of research after hearing the story by Floyd Jonas regarding Ambrose Dexter. Investigators with Cthulhu Mythos skill may already know the story of Robert Blake and begin to research his death. The keeper can decide how much knowledge an investigator with Cthulhu Mythos can piece together about the Starry Wisdom cult once links to it have been uncovered. Keepers must also decide how much information can be obtained from a particular library—early information about Dexter, for example, might be more easily obtained in Providence's Athenaeum library than it is in the New York Public Library.

General topics covered in this section are Ambrose Dexter, Robert Blake, Edmund Fiske, and the Starry Wisdom cult.

Ambrose Dexter

- A Library Use roll for the *Providence Bulletin* dated Aug 9th, 1934, locates the story "Man Killed by Lightning." According to it, a freak bolt of lightning during a thunderstorm killed Robert Blake in his room on College Street. Blake's occupation is given as "horror writer." It mentions that a Dr. Ambrose Dexter of Providence brought up the possibility of foul play, a thought dismissed by

The Shining Trapezohedron

AMBROSE DEXTER

police. The report also says that Blake's face was twisted in a look of fear and horror—the coroner claimed that this was unusual rigor mortis, while Dexter swore that Blake saw something monstrous before he died. Also mentioned is that Blake was investigating the Free-Will Church and the Starry Wisdom cult.

- A Library Use roll uncovers an old *Who's Who* for Providence. It has a short biography of Dexter. He was born in Providence in 1898, was the successor to a long line of respected physicians in his family, and became expert on local folklore. In 1935, Dr. Dexter left Providence to take up entirely new interests.

- Successful Library Use rolls performed in a library with complete numbers of technical and academic journals discover numerous articles by Dexter after he left Providence. In particular, he published speculations about nuclear power applications in various physics and engineering journals circa 1944–1945.

- An old Princeton University calendar of events from 1945 lists a Dr. Ambrose Dexter as delivering an address, "Practical Nuclear Applications in Military Technology."

- Another Library Use roll turns up the *Journal of Nuclear Physicists,* March 1946, in which Dexter authored "Model Thermal Constraints in the Generation of Electrical Energy." A successful Physics roll recognizes what seem to be key approaches for contemporary nuclear applications.

- A special Library Use roll turns up a photograph from the *New York Times* showing Albert Einstein with colleagues at a posh restaurant. The image of one man at the table is smudged and overdeveloped, obscuring his features as if he were glowing. The caption states, "Einstein discusses theories of cosmic law with Dr. Dexter."

- A national weekly news magazine from 1948 mentions Dexter in a listing of "Investigators in the Field of Nuclear Physics."

- In 1949, articles discussing the former Manhattan Project and the H-bomb project list one Ambrose Dexter among the consultants.

- If a player character has connections with the FBI, he or she may learn in a manner left to the keeper that Dr. Dexter returned to Providence in 1951, after an accident that left him with an odd illness. He vanished shortly after returning to Providence. Intelligence reports surmise he may have defected to the Soviet Union.

- A Library Use roll (or the kindly keeper's gift) uncovers a one paragraph news article in the *Providence Bulletin,* in 1951. An intruder named Edmund Fiske broke into the home of a Dr. Dexter, living at 114 Benefit Street. The intruder was found dead of a heart attack. It seems Mr. Fiske suffered from delusions and poor physical health. No details are available.

- Investigators with connections to British intelligence agencies may learn (in a manner left to the keeper) that Britain's MI6 discovered that Dexter had defected to the Communists and was developing advanced weapons systems for them. US Naval Intelligence and MI6 performed a top-secret covert operation in 1973, which resulted in Dexter's assassination on a South Pacific island.

- Investigators may head to Providence to see if any clues remain at Dexter's former home, 114 Benefit Street. Benefit Street has numerous historical homes, including original colonial homes and many superb examples of early federal and 19th century architecture. Melody Dexter, niece of Ambrose Dexter, currently owns 114 Benefit Street. She is a spry 75-year-old lady. She knows nothing about Uncle Dexter except that he left town in 1935. The rest of the Dexter family is dead. The house is large and well maintained. It holds no trace or clue regarding Dr. Ambrose Dexter.

Robert Harrison Blake

Players with occultist or horror reader investigators can make a Know roll (others require a Library Use roll) to know Robert Blake was a Milwaukee painter and weird fiction author in the 1920s and 1930s. In 1928, his short story collection *The Feaster from the Stars* was published by Miskatonic University Press.

- Blake's book can be obtained with a special Luck or special Library Use roll at a bookstore or library. The collection contains Blake's stories "The Burrower Beneath," "The Stairs in the Crypt," "Shaggai," "In the Vale of Pnath," and "The Feaster from the Stars." The book is illustrated with weird landscapes and inhuman monsters, drawn by Blake himself. The stories contain veiled references to the Cthulhu Mythos. A reader of this book adds 1 Cthulhu Mythos percentile and loses 1 Sanity point. The stories contain

vague descriptions of chthonians, ghouls, shans, and star vampires. With a successful Luck roll, the investigators find a copy of "The Feaster from the Stars" bound as a single short book, dedicated "To Edmund Fiske, my long time friend and fellow writer."

- Keepers who have Lovecraft's stories existing in their game's setting (i.e., Arkham House actually exists as part of the game world) can also include that Blake was a friend of Howard Philips Lovecraft. Keepers can consult the *Call of Cthulhu* rules for a discussion of HPL and his circle.
- A Library Use roll for the *Providence Bulletin* dated August 9th, 1934, locates the story "Man Killed by Lightning." For details, see the first paragraph under the heading "Ambrose Dexter."
- Characters making a successful Cthulhu Mythos or Occult roll recall hearing in certain circles that Blake's death resulted from investigating an organization called the Starry Wisdom. Blake had encountered the Mythos before, but this time he unleashed an entity that tracked him down and killed him.
- Blake's relatives are all dead. His meager estate was liquidated to pay his funeral costs. Keepers can decide if investigators tracking down Blake's possessions might find interesting items. He did own a copy of *De Vermis Mysteriis,* with which he and a friend accidentally summoned a star vampire. Blake escaped, but his friend was killed. Perhaps the tome is still in Providence, hidden away in some musty corner of a city official's closet.

Edmund Fiske

Investigators may wish to research Fiske due to the article reporting his break-in at Dexter's home. If they found the dedication to Fiske in the bound copy of Blake's "Feaster" story, this adds more reason to investigate.

Library Use rolls turn up no fiction by Fiske, nor publications of any kind under his name. Looking through lists of Fiskes is a dead end, unless it is cross-matched to a database containing information earlier than 1951. If characters have access to law enforcement databases, it takes a few hours to learn that Fiske lived in Chicago, Illinois. There are many Fiskes in Chicago in that era. Trying to track them down may lead to Fiske's brother (see below, or roll POW x1 on D100 to find him independently).

Investigators also can visit the Providence police. With a successful Law roll or another appropriate reason/communication roll (+25 percentiles to their chances if they are friendly with Captain Stevenson), they get cooperation in accessing the public record concerning Fiske's break-in at the Dexter home in 1951. There is scant information in the report (investigators making successful Idea rolls think that the report intentionally left out facts, in classic cover-up style). It does mention that Fiske was from Chicago, Illinois. The report also mentions Fiske had a brother, Tarleton Fiske, who lived at 654 Saxon in Chicago. The rest of the report says that Fiske burst into Dexter's home brandishing a gun, claiming that Dexter was the king of the Mafia. Dexter could see Fiske was quite ill, and tried to calm him down. Fiske had a heart attack. The report says Fiske was obviously taking drugs that resulted in his odd condition and caused his heart to give out. No laboratory tests were ordered to determine if this was true. In fact, there seems to be no coroner's report. The detective in charge of the investigation, Walter Greer, has been dead for ten years.

EDMUND FISKE

Investigators may try to call Tarleton Fiske. Though alive, he has no phone. If a letter is sent to him, he will not answer it. Investigators need to travel to Chicago to interview this recluse.

Tarleton is in his seventies. He spends most of his time writing poetry and taking walks. He is wary of strangers. With a successful Persuade roll or after an introductory interview, Tarleton lets in the investigators. If threatened, he shouts for the police.

Assuming things go smoothly, Tarleton describes his brother Edmund. He was a writer of horror stories. He was a quiet man, always a bit withdrawn. He became anxious and depressed when his good friend, Robert Blake, died. Blake was another writer, whom Fiske said was killed by lightning. Tarleton realized his brother was mentally ill when he began to talk about Blake being murdered by some sort of "thing." Edmund even hired a private investigator named Ogden Purvis to track down information about Blake's demise. (Research reveals that Purvis is long dead and has no surviving relatives.) He told Tarleton he thought an Ambrose Dexter was connected with Blake's death, and wouldn't rest until he uncovered the truth. He eventually started going

TARLETON FISKE

Three Books Kept by Tarleton Fiske

Excavations of Early Dynastic Egypt—*English, written by Prof. Enoch Bowen, 1842.* This archaeological text mixes science with speculation and occult legends. Bowen writes of ancient beliefs and legends from Egypt's shadowy birth. Bowen had been excavating the area near the Hills of Nod by the Nile. He uncovered evidence of gods predating the known deities of Egypt. These gods were the bringers of chaos and destruction. Bowen believed he was close to uncovering an ancient storehouse of mystic artifacts, a storehouse long known to exist in occult circles. He briefly mentions an artifact called the Shining Trapezohedron, a gigantic gemstone that supposedly had the power to call one of the ancient gods of darkness to the realm of man.

The reader will see the back pages have some marginal notes, scribbled in horrible handwriting which Tarleton identifies as Edmund's. The writing requires an English roll and some time to understand it: "He must have found it, then brought it back with him." "Labyrinth of Kish?" "Bowen started the Starry Wisdom Sect" "The Haunter of the Dark." On the last page, Fiske wrote some longer notes (see the boxed handouts *Age Papers #7a and #7b*). *Sanity loss 0/1D2; Cthulhu Mythos +2 percentiles; average 2 days to study and comprehend/1 hour to skim.* Spells: none.

Extractus Alsophocus—*Latin cipher; author unknown, bound in Central Europe circa 1517, title page ripped out.* The book consists of copied passages from the *Black Tome of Alsophocus.* The original work was translated from a parchment owned by the great wizard Alsophocus of Erongill. The book relates the history of the Shining Trapezohedron in detail, from its origins on Yuggoth to the time of Nitocris. It also outlines the known powers of the crystal, and how it can be used against the Haunter (see pages 128–130).

In the middle of the book is a sheet of stationery on which is a note (*Age Papers #8a*) in Edmund Fiske's hand. At the bottom of the page he has written a poem. Beside it are odd mystic sigils. With a successful Idea roll, the character realizes that the sigils and letters represent a cryptographic key to the *Extractus:* with it, the translator only needs 40% Latin and 35% Occult to perform translation. This reduces the translation time by half. *Sanity loss 1D4/2D4; Cthulhu Mythos +6 percentiles; written in cipher translatable by Latin 60% and Occult 60% in 3D4 weeks/6D4 hours to skim (but also see just above).* Spells: none.

The New Testament Bible—English, ordinary pocket edition, printed in 1948. A ribbon bookmark marks two pages near the end of the book. It is in Revelation, dealing with the coming of the Antichrist. It details how he shall rise when the Jews return to Jerusalem, the stars will fall from the sky, and the Roman Empire will rise again. A small folded paper rests between the pages, written in Fiske's hand (see *Age Papers #8b,* boxed, further in this text). *No Sanity loss; average 1 hour to study and comprehend/15 minutes to skim.*

insane, and his health began to fail. That is all Tarleton remembers. If asked if he has anything that belonged to his brother, he says he had some odd books, and Edmund owned little more than them. He says that before Edmund's death, he spent most of his money on books, researching something about a cursed gemstone. Tarleton sold most of the books for money, but kept the ones his brother had written in.

Tarleton goes to the bookcase and pulls out three books. One is an old book on archaeology by a Professor Bowen, another an ancient leather-bound book written in Latin. The last is the New Testament. Concerning the books, see the box on this page.

The Starry Wisdom Cult

The following information can be found with individual Library Use rolls.

- If it is after Day 12, investigators searching the Internet with a successful Library Use or Computer Use roll find the Starry Wisdom Homepage! See section 08, "David's Doings," on page 166.
- The Starry Wisdom was started by a Professor Enoch Bowen in 1844. The main sect was located at the Free-Will Church, Federal Hill, Providence.
- Looking up Enoch Bowen uncovers an 1844 article by a rival archaeologist. This archaeologist claimed that the study of archaeology had to be maintained as a science, and should not be used as a cover for opportunists and adventurers to exploit the population. He cited Enoch Bowen as a prime example of the latter sort of archaeologist. He said Bowen was an occultist who was more interested in starting a cult than serving

Age Papers #7a: First Sequence of Notes in Fiske's Hand

Looking in mockery at the moon as the beasts fawned before him and licked his hands. His essence dwells in a cavern in the center of the world, accompanied by mindless flautists—

The Mighty messenger of the Old Ones and Outer Gods. Contemptuous of his masters.

A thousand different forms, the ~~ow~~ crawling chaos . . .

Ruler of the underworld, master of the night, and patron of sorcerers!

They struck out all references to the god and gave his attributes to other gods such as Set and Thoth.

"Is it not an avatar of Nyarlathotep, who in antique and shadowy Khem even took the form of man?"

Age Papers #7b: Second Sequence of Notes in Fiske's Hand

Enoch died in 1865. Why didn't it use him? Was it waiting for someone in particular? Perhaps the stars were not yet right? The sect spread even after the death. Who knows under what names and places the worms lie in wait? Still, ~~could~~ there is the possibility this is all fiction—but there is too much evidence! I must talk to Dexter. Everyone else is dead.

The church was razed to the ground in ~~1936~~ 1937. Father Merluzzo showed my friend the church records of Spirito Santo. "The Starry Wisdom . . . the stars of Hell . . . summoning from those stars a shade from Hell itself, but feared the power of God as manifested in Light." Now that it is abroad, and fears no light . . . can I stop it before it destroys the world? I have already uncovered many of its acts through the articles I have read . . . What new deviltry will the thing concoct to top the menace of nuclear Armageddon? I shudder to think.

science. He detailed how Bowen claimed to have found the ancient tomb of a "forgotten pharaoh," and brought forth a crystal "that shines in the dark." A successful Cthulhu Mythos roll suggests that the reference might be to the fabled Shining Trapezohedron of Nephren-Ka. The skill user also recalls that the crystal could supposedly summon a demon of darkness that enjoyed blood sacrifices of children.

- With successful Luck and Library Use rolls, an interesting book is uncovered. *Mystical Sects,* published in 1857, lists numerous cults across the United States, including a small entry for the Starry Wisdom Sect. "They owned a crystal found in Egypt. They held this object sacred, and by gazing upon it, the members believed they could call up a being known as the Haunter of the Dark, who shared dread secrets with the faithful. This being could be summoned only in absolute darkness, and if it was exposed to light for any period of time, it would be banished."

- *July 1844*—The *Providence Bulletin* mentions the purchase of the Free-Will Church on Federal hill by Professor Bowen. The Italian community is outraged due to the cult's location. A priest named O'Malley of Spirito Santo Church claims the cult worships the Devil himself.

- *August 1853*—The *Providence Bulletin* mentions an investigation into the Starry Wisdom sect. The investigators find no connection to the disappearances of numerous children in the area.

- *October 1865*—The *Providence Bulletin* notes the death of Professor Enoch Bowen from natural causes. A surviving daughter, Aseneth Bowen, is mentioned.

- *March 1872*—The *Providence Bulletin* publishes a story concerning witch cult rumors among the Italian populace of Federal Hill. The article hints at blood sacrifices by an unnamed cult in the region, but no arrests or indictments have been made.

Antichrist Themes

And I stood on the sand of the seashore,
And I saw a beast coming up out of the sea
Having ten horns and seven heads . . .
— Revelation 13:1

The keeper can weave Biblical apocalyptic themes and imagery into the plot. The machinations of Nyarlathotep likely gave rise to many doom-laden prophecies in the first place. The following material may be introduced by various characters created by the keeper, such as theologians, Christian clergy, skeptics, occultists, etc. The parapsychologist Bookenhagen in *The Omen* and Father Merrin from *The Exorcist* are fine examples of such characters. Pursuing extensive research into the Beast and speaking with those experts concerning apocalyptic times may attract the attention of the Order of the Sword of Saint Jerome. See "The Truth Shall Set You Free" for further details of that secret society.

- The Antichrist is the name of a demonic being who is said to precede the Second Coming of the Messiah. This comes mostly from Biblical texts, especially the Book of Revelation.

- Certain Aramaic texts state the Antichrist is also known as the Beast. It is to be born the son of the angel of evil, Samael, and his consort Isheth Zenunim, the Whore of Babylon. Samael is said to appear under different names and guises throughout the world, sowing corruption wherever he goes.

- The passages in Revelation pertaining to the Antichrist describe him as a great beast emerging from the sea, with ten horns and seven heads, bedecked in crowns. Some scholars interpret the sea to mean the world of politics, the horns to be a confederation of nations, and the heads seven powerful world leaders who will give their allegiance to the Beast. Some believe the world of multinational corporations also fit the criteria, the horns being businesses and the heads the captains of industry.

- A minority of experts, usually labeled crackpots or whacked-out religious fanatics, believe the description of the Beast to be literal. For example, records of a now extinct sect of mysterious monks wrote of the Beast being connected with the Great Sphinx of Egypt. These monks had learned that the Sphinx was also known by the name Abu Hol, the Father of Terror, and may be a representation of the Beast.

- Many humans have been saddled with the Antichrist title, ranging from Nero to Napoleon. The number 666, associated with the Antichrist, is the numerical value of the Hebraic name for Nero (according to the Gematria, the Kabalistic practice of assigning mystical values of words with numbers to see their relationship with other names/objects). When assuming disguises and aliases, often the Evil One and its minions play upon their own names in some manner, whether it be a numerical value, an anagram, or a symbolic connection (for example, Mr. Dark, Sam Soude=Asmodeus, Louis Cypher=Lucifer, etc.).

- A rare book by Professor Ali Kafour, curator of the Cairo Museum in the 1920s, compares the similarities of the legends of the Antichrist with the return of a Pharaoh known as Nephren-Ka. Nephren-Ka was a sorcerer who was in league with ancient gods of evil. He was to return from the dead two millennia after his passing, heralding the End Times. A descendent of Nephren-Ka, Nophru-Ka, prophesied about the coming of the Beast, who would run rampant across the earth, leaving destruction in its wake.

- The Bible also associates the Antichrist with the cursed town of Chorazin in Israel. Scholars say it is where the Antichrist will be born. Some oddball occultists claim the site is where Ludwig Prinn first learned to control invisible monsters. Indeed, many Satanists state there was a ritual pilgrimage one could undertake to salute the Prince of the Air to gain sorcerous powers and be granted a demonic servitor. Some fringe parapsychologists believe the town is located in an area where dimensional barriers are "weak," and otherworldly forces may enter our reality.

- The town of Megiddo is also linked with the coming of the Antichrist, for it is where Armageddon will begin, which is the final apocalyptic battle between good and evil at the end of days. The ruins are located in a narrow pass near the Carmel

Antichrist Themes (contd.)

mountain range in Israel. The pass is found in the Jezreel Valley. The word Armageddon derives from the Hebraic *har-megiddo*, meaning "the hill of Megiddo."

- Besides the Antichrist, the Old Testament names Gog and Magog as the leaders of the Hosts of Evil. Some interpret them to be mortal military geniuses, while others see them as demons.

- Archaeologists and historians have linked the visions of the great and bloody battle of Armageddon to be derived from the traumatic memories of the actual raids that occurred in the early history of Megiddo. A powerful city-state of the Canaanite princes, it was a key site along the trade routes of mighty nations. In 1500 B.C., it joined with Egypt's enemies against Pharaoh Thutmoses II. Thutmoses swept through with his armies, slaughtering his foes. The inhabitants of Megiddo were dealt with harshly, with numerous people put to the sword.

- Near the turn of the century, the first archaeological expedition to Megiddo was sponsored by Kaiser Wilhelm II and directed by Gottlieb Schumacher. Artifacts were rumored smuggled out of the dig by some of the expedition. Most of those items are thought to be in the hands of private collectors, although supposedly one of these, a dagger, was up for auction at Sotheby's in 1974. The dagger is described as being one of a group of such blades, made of a peculiar alloy similar in appearance to bronze. Ancient Hebraic runes were carved upon the grips of the relics, which seemed to pertain to protective symbols against demonic forces.

- The second expedition occurred in the 1920s by the Oriental Institute of the University of Chicago, sponsored by John D. Rockefeller Jr. The archaeologists' goals were to record the history of the city from its Neolithic origins to the times of the Persian Empire. One controversial finding that was never published was evidence of an earlier raid on Megiddo, one predating the attack of Thutmoses II. Carvings upon stone tablets told the history of the Pharaoh Nephren-Ka's attempts at expanding his empire into neighboring countries, including the sacking of Megiddo. The Canaanite princes sought revenge upon the sinister despot, and had knives crafted and imbued with mystic forces by their high priests. These weapons were delivered to the young Snefru (founder of the Fourth Dynasty of Egypt), which he used along with aid from his own gods, to overthrow the Black Pharaoh. This information was never revealed by the expedition due to the theft of the tablets. A few of the native diggers were arrested and charged with being in league with a gang of artifact looters, and their claims of seeing large bat-winged creatures carry off the tablets merely confirmed their guilt in the eyes of the authorities.

- A third expedition is currently at Megiddo. It is a joint venture of the universities of Tel Aviv and Pennsylvania, which began in 1992.

The Great Red Dragon and the Beast from the Sea, by William Blake, c. 1805. From the Rosenwald Collection. Photograph copyright © Board of Trustees, National Gallery of Art, Washington, DC.

Age Papers #8a: Notes in Fiske's Hand, Found in the Extractus

I cannot translate this book in time. I recognized the prophecy poem, and that will give me a key to cracking the rest. Purvis says Dexter has returned to Providence. I shall use physical means to settle this. The prophecy is already being fulfilled. I must stop it now before the final part comes true.

And at the last from inner Egypt came
The strange Dark One to whom the fellahs bowed;

Silent and lean and cryptically proud,
And wrapped in fabrics red as sunset flame.

Throngs pressed around, for frantic for his commands,
But leaving, could not tell what they had heard;

While through the nations spread the awestruck word
That wild beasts followed him and licked his hands.

Soon from the sea a noxious birth began;
Forgotten lands with weedy spires of gold;

The ground was cleft, and mad auroras rolled
Down on the quaking citadels of man.
Then, crushing what he chanced to mold in play,
The idiot Chaos blew Earth's dust away.

Age Papers #8b: Notes in Fiske's Hand, Left in the Book of Revelation

When the Jews return to Zion,
And a comet fills the Sky,
And the Holy Roman Empire rises,
Then you and I must die.

From the Eternal Sea he rises,
Creating armies on either shore,
Turning man against his brother,
'Til man exists no more.

The other poem is almost identical! The noxious birth of from the sea—the rising of the antichrist from the sea—it all fits! I must destroy the Evil One before it is too late!

■ *April 1877*—The *Providence Bulletin* includes a small item on the forced break-up of the Starry Wisdom by the authorities. It refers to public pressure on the authorities to enforce this closure.

■ *June 1878*—A book written by Father O'Malley is found, *The Coming of the Beast.* It details numerous theories regarding the prophecies of the Antichrist. It lists the cult of the Starry Wisdom as modern day Satan worshippers who desire the Beast to rule the earth. Much of the information found in the "Antichrist Themes" sidebar on pages 160–161 is contained within, except of course for information dated after the book's publication.

■ Investigators going to Providence to search for the Free-Will Church will indeed find the place was totally destroyed. In its place is a parking lot. City records indicate that in 1937 the church was razed to the ground by city authorities who controlled the condemned property.

■ Investigators may want to check out the church records of Spirito Santo in Providence. Father

Angelo is the present priest of Spirito Santo. He will allow investigators to see the records with a Persuade roll. He himself has heard only rumors of the evil cult. Reputedly, they worshipped the Devil. He helps investigators find Father O'Malley's writings of the 1850s: "—The Starry Wisdom—the stars of Hell—summoning from those stars a shade from Hell itself, but feared the power of God as manifested in Light."

- Investigators who possess books pertaining to the Cthulhu Mythos can search them for information on the Haunter. To find it, a player must roll D100 equal to or less than the book's Cthulhu Mythos points x3. The information is this: the Haunter was spoken of as "holding all knowledge." The Haunter demanded monstrous sacrifices, its favorite being human children. Light could banish it back to its dark realm. With a special success roll, the book calls the Haunter "The Bringer of the End Times, the Avatar of Nyarlathotep." (At the keeper's discretion, investigators can roll separately to find the "Ancient History" information on pages 129–130; such information ends at Nitocris's death or the book's date of publication, whichever comes first.)

07. Play Therapy

By Day 2 or Day 3, David and Sam are likely transferred to the Hospital for Sick Youth (HSY), a fictitious hospital in downtown Manhattan. To begin with, they are placed in the closed observation unit. Dr. Wilma Gray is in charge of their case.

HSY Psychiatry Department

The inpatient unit is on the tenth floor of the hospital. The unit holds eight open inpatient beds, and five beds in a close-observation locked unit. There are three interview rooms with one-way mirrors on one wall to shield observers. The staff consists of nurses, child and youth workers, a social worker, and psychiatrists. There is a general lounge with board games, a ping pong table, a pool table, and a large television. Videotapes are kept at the nursing station. There is a smoking room on the floor as well. Staff often accompany patients to a courtyard on the ground floor for outdoor excursions. This gives them fresh air even if they do not have outdoor pass privileges.

The outpatient clinic/day hospital on the tenth floor is open from 9 A.M. to 5 P.M., although some staff start earlier or later. There is a waiting room with various magazines, books, etc., and a TV set permanently to the Disney Channel. A receptionist calls the doctors, social workers, etc., when their clients arrive. There are eleven private offices. There are also observation rooms for groups, family, and individual therapy that can be observed through more one-way mirrors, and recorded by closed circuit television.

DR. WILMA GRAY

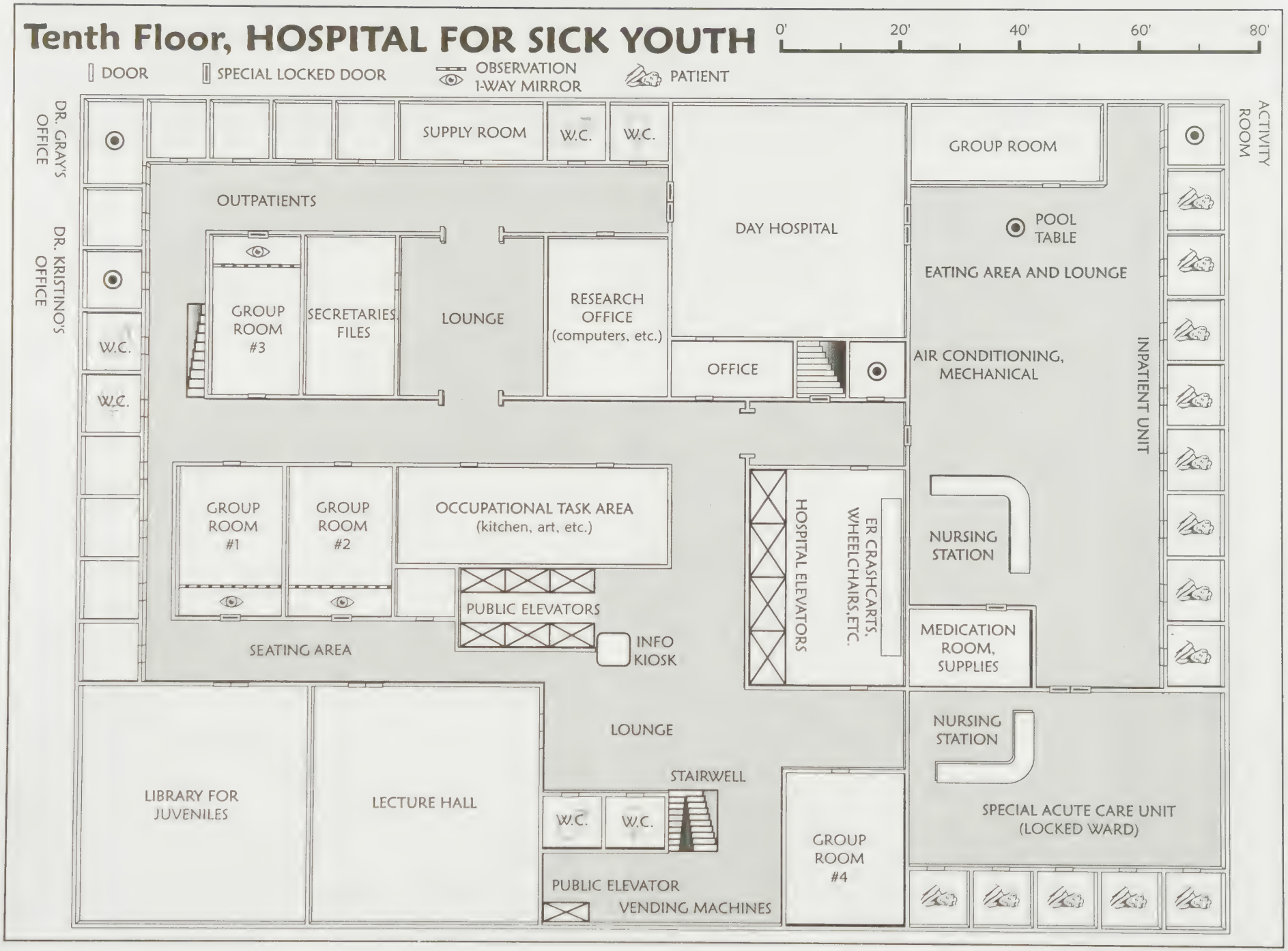
Dr. Gray is a respected child and adolescent psychiatrist. She specializes in treating children suffering from post-traumatic stress disorder (PTSD). She will be asked to take the cases of the two survivors from the camp disaster, Sam Gillian and David. She is an excellent therapist, with wonderful communication skills. Over the next few days, Dr. Gray will try to meet with the parents of both children if she can, to get background information on her new patients. She may also make referrals for the parents, so they can get help of their own if they seem in too much distress. She is a professional, and will not mix her personal life with her professional duties—for instance, she won't end up sleeping with an investigator associated with the case! (Of course, if Nitocris later impersonates her, the evil queen may have no objections—pages 174–175.) Dr. Gray's office is on the tenth floor, as shown in the map on page 164.

DR. WILMA GRAY

Dr. Gray is happy at David's speedy recovery, but she grows suspicious of him after a time. By that point, either Nitocris will have dispatched Mr. Sirahk to get the good doctor, or David will take care of her himself. If Dr. Gray is not killed or kidnapped, she begins to look into the facts behind the camp disaster, especially if she survives an attempt on her life. She may become an ally of the investigators.

She knows librarians in the rare book sections of the New York University libraries, where she was researching a paper on archetypal images in historical fairy tales. At the keeper's discretion, this allows her access to copies of Mythos tomes that may refer to the Shining Trapezohedron and the Haunter of the Dark.

Dr. Gray videotapes all her observation room sessions. She keeps the tapes in her office.


Tenth Floor, HOSPITAL FOR SICK YOUTH
0'
20'
40'
60'
80'
DOOR
SPECIAL LOCKED DOOR
OBSERVATION 1-WAY MIRROR
PATIENT
DR. GRAY'S OFFICE
DR. KRISTINO'S OFFICE
SUPPLY ROOM
W.C.
W.C.
GROUP ROOM
ACTIVITY ROOM
OUTPATIENTS
DAY HOSPITAL
POOL TABLE
EATING AREA AND LOUNGE
GROUP ROOM #3
SECRETARIES FILES
LOUNGE
RESEARCH OFFICE (computers, etc.)
OFFICE
AIR CONDITIONING, MECHANICAL
INPATIENT UNIT
W.C.
W.C.
GROUP ROOM #1
GROUP ROOM #2
OCCUPATIONAL TASK AREA (kitchen, art, etc.)
HOSPITAL ELEVATORS
ER CRASHCARTS, WHEELCHAIRS, ETC.
NURSING STATION
PUBLIC ELEVATORS
INFO KIOSK
SEATING AREA
MEDICATION ROOM, SUPPLIES
LOUNGE
NURSING STATION
LIBRARY FOR JUVENILES
LECTURE HALL
STAIRWELL
W.C.
W.C.
SPECIAL ACUTE CARE UNIT (LOCKED WARD)
GROUP ROOM #4
PUBLIC ELEVATOR
VENDING MACHINES

SAM GILLIAN

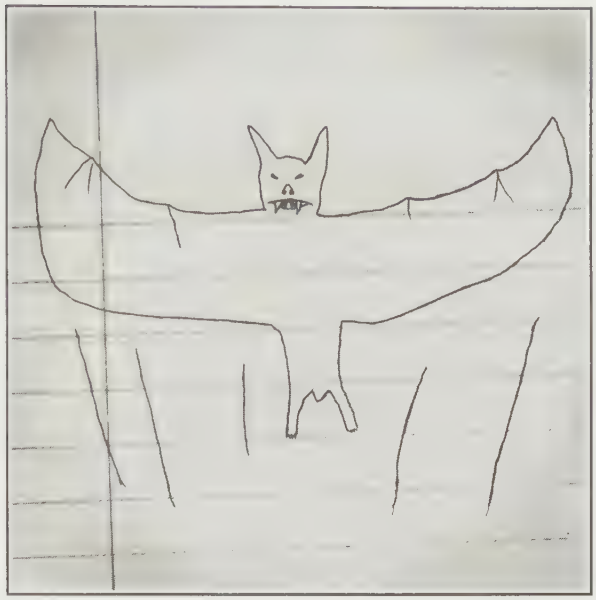
As with Shawna Applegate, Sam improves his clinical state for each successful Psychiatry roll (performed every two days). The keeper can modify this schedule for dramatic effect.

- ***No Psychiatry Rolls Succeed:*** Sam is terrified of the dark. He attacks whoever tries to turn off all the lights. He screams until they are turned on. Otherwise, he is mute. He often stares at the window until the sun rises, then he goes to sleep. He often loses control of his bladder when agitated. He eats very little, and a dietician has to be consulted. Dr. Gray says he is suffering from acute stress disorder: she recommends a mild sedative, leaving the lights on, building rapport slowly, and performing only non-invasive procedures such as urinalysis, etc. He is kept in hospital gown and underwear only.

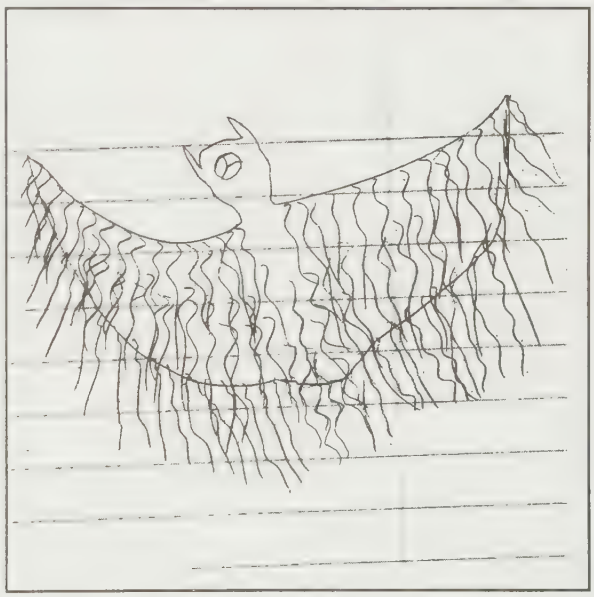
- ***2 Psychiatry Rolls Succeed:*** Sam settles down. He speaks in short sentences, but he cannot remember who he is or where he is. Sam remains fearful. He is still terrified of the dark. He has flashbacks of some hideous monster he cannot describe. He has terrible nightmares during the day, when he sleeps, and he still tries to stay up all night. He is more cooperative, so the nurses leave on the nightlight. Sam freaks out whenever he sees fish or seafood-like stuff as part of meals or on television (he recalls Billy's horrible face). Dr. Gray says he is suffering from dissociative amnesia. She keeps him in the locked unit, with passes for staff-accompanied visitors.

- ***5 Psychiatry Rolls Succeed:*** Sam now speaks normally. He is still terrified of the dark, and marine life triggers flashbacks for him. He repeatedly draws pictures of a strange bat-like thing (see *Age Papers #9*). An investigator looking at the pictures and receiving a successful Cthulhu Mythos roll thinks the images may be of a byakhee, unless the D100 result is one-fifth or less of his or her Cthulhu Mythos skill. The special result instead reminds him or her of something seen in an old Mythos tome, a creature called the Haunter of the Dark. Sam says he recalls being at the camp, and that Chester, David, and him headed off with Billy Marsh to see something at night. He can't remember what happened. (If anyone draws a three-lobed eye for Sam, he freaks out, and crashes back to his original state when he had received no psychiatric care.) Dr. Gray says Sam can be moved to the open unit, and have slippers. Sam also gets bouts of suicidal impulses. He might ask someone for a pair of shoes or a yo-yo etc. If given anything with a string, he will try to hide it in his room, and try to hang himself the first chance he gets.

Age Papers #9: Sam Gillian's Drawing

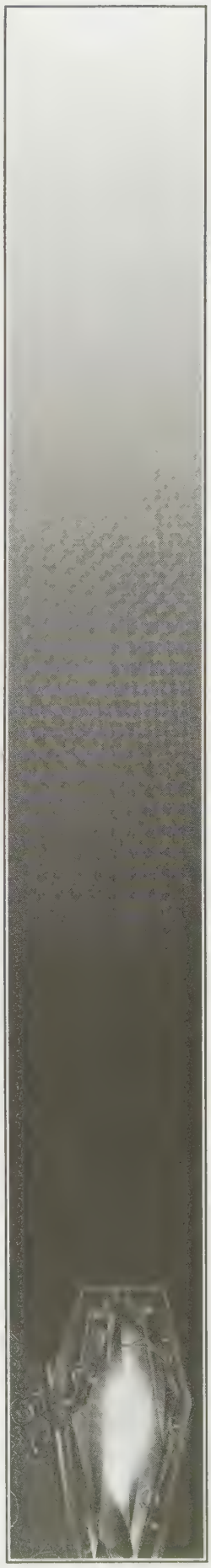


Age Papers #10: Sam Gillian Improves



- ***7 Psychiatry Rolls Succeed:*** as above, but Sam's suicidal impulses are gone. He draws pictures of the bat thing with a big three-lobed eye (see *Age Papers #10*).

- ***10 Psychiatry Rolls Succeed:*** Sam's memory comes back for all but the night in question. He vaguely remembers the night excursion to the bay with Billy. He recalls that Billy dove into the waters of the bay, and came back with a weird looking box that contained a glowing stone. He remembers Billy seemed to change right before their eyes, into some giant frog-like thing. He then recalls that something huge appeared nearby, like a giant shadow of a bat with a glowing red



Age Papers #11: David's Drawing

eye. Billy ran off screaming. Sam can't remember more. Dr. Gray allows Sam out of the hospital on day passes with his parents.

- ***12 Psychiatry Rolls Succeed:*** Sam is restored to health as best he can be. He will never be able to recall the destruction of the camp due to the unearthly Sanity loss involved with the experience. (Under hypnosis he recalls it, but again he crashes to his original state when he had received no psychiatric care.) Otherwise, Sam is discharged from the inpatient unit, with weekly outpatient follow-ups with Dr. Gray, to be reevaluated as clinically required.

DAVID

David acts like Sam, as described above, but the keeper determines the rate of his recovery. David may decide it is safer to remain in the hospital, and thus he takes a while to recover. On the other hand, if he feels no one suspects his true nature, he may recover at a rate of one clinical stage every few days. He will not recover so quickly that he alerts the investigators to anything odd transpiring. Other differences will be that David exhibits no suicidal tendencies, gives no clues (drawings of the Haunter, for instance), and has complete amnesia for the night of the camp disaster.

Within a few days, David draws pictures of frog-like creatures that any successful Cthulhu Mythos roll recognizes as deep ones (see *Age Papers #11,* above). David also has flashbacks of these frog creatures capturing Billy and taking him underwater. He may even recall dreams of a sunken city at the bottom of the bay. He will not recall anything about a box, or a bat-like creature. He will wake up one night in hospital screaming, saying he saw toad-like things in his dreams. If David is released, he will be scheduled to see Dr. Gray once a week as an outpatient.

David is faking his symptoms. The Haunter's mind now possesses him, and that entity has absorbed David's memories and understanding—the controlling Haunter is able to flawlessly reproduce David's thoughts, actions, and movements.

David will not let anyone turn off the lights in his room. He stealthily casts Mesmerize, Dominate, Mindblast, etc., if he has to. In any case, the staff feels he should be allowed to have the lights on at night.

While in the hospital, David may cast a spell or two, which he will try to do in private (keepers can decide if they want to give out this clue to help clueless investigators). If caught, David will appear to be making odd gestures and groaning weird sounds. Dr. Gray says this may be akin to autistic behavior, but that this is not a common phenomenon to occur with PTSD in children. She mentions it to parent investigators, and this point will also appear in her notes.

If David notices Sam recovering too quickly, he casts a Mindblast spell on him if he can do it in private; this results in Sam falling back 1D4 clinical stages of recovery. On the other hand, David may want to let the investigators find out the information, to torment them more when they are faced with the truth. After all, an avatar of Nyarlathotep is driven to create madness and destruction, not clean annihilation. David may also try to frame Sam later on, by having Sam around when "accidents" occur. For more, see "David's Doings," below.

If David feels Dr. Gray is going to ruin his plans, he will Mindblast her as well. This may be caught on videotape. However, David will try to do this subtly, so that the spell looks like bizarre autistic movements and gruntings. For David's actions when not in therapy, see below.

08. David's Doings

An avatar of Nyarlathotep, the Haunter of the Dark, possesses David. Its goal is to sow madness and destruction across the world by introducing advanced technology and magic on a global scale to mortals who cannot control it. Always playful, Nyarlathotep seems bound to have his victims take a slow painful course in their own destruction, usually involving permanent madness ("what he chanced to mould in play"). It

deals with individual foes in cat-and-mouse fashion. The Haunter wants the investigators to figure out what has happened, but not right away. However, if they become too quick, too smart, or too powerful, the Haunter will use more direct and deadlier measures against them.

David's powers continue to grow. Keepers may decide to have him do nothing to tip off investigators to his true nature. A few short scenarios may be played through, with David staying at home, growing more and more into a fully powered godlike being.

David wants the Shining Trapezohedron. If he gets it, he will try to find a safe place to hide it until he and Nitocris are united, when he will head to Egypt to return it to the Labyrinth of Kish. The keeper may decide to have David hide it in the Metropolitan Zoo, buried under the mud in a panther cage (David loves having his hands licked by wild beasts).

Some Changes

One thing people might notice is how Zander the dog (David's pet) no longer plays with him, but only follows him around. This is a very subtle difference that the investigators likely will not notice. In fact, all animals seem to follow David, even wild ones; they love licking his hands. Certain people in crowds will kneel before David—all of whom are descended from ancient Egyptian bloodlines. For this reason, David likes to stay home and be at his computer most of the time, updating his web pages and answering emails from his loyal followers.

DAVID

At home, David still keeps a light on at night. He can also sometimes be seen watching the moon. A roll of one-fifth the observer's Spot Hidden skill, or a successful Psychology roll, reveals that David's face wears an evil, mocking expression as he stares at the moon. This sort of information should become more apparent only when the investigators actively study the boy.

David cannot hide how his skin becomes more and more bronzed. This will take a couple of months to develop. He spends lots of time outdoors sun-tanning to make it seem a natural color. See his stats at the end of this adventure for more. Otherwise David seems a normal boy unless threatened.

Later Incidents

Sometimes David feels playful. School starts in September, and David delights in causing chaos there. David's initial actions just after the catastrophe at the camp are described above. Possible later events include the following subsection, which the keeper can add to, modify, or delete from as desired.

THE STARRY WISDOM WEB PAGE

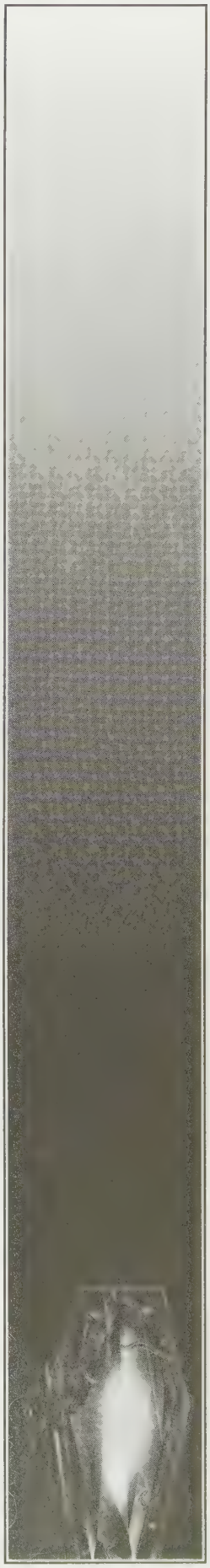
David bides his time, making contact with his followers. To do this, anytime after Day 12 (depending on when the keeper wants to introduce Nitocris and her agents), he designs and uploads a web site called the Starry Wisdom Homepage, running it under the name Harlan T. Pyote (an anagram of Nyarlathotep). He can do this at home, at school, or at the hospital (which allows kids limited Internet access). Remarkably, this site does not identify itself in a normal fashion. For instance, using the Unix *whois* command generates no information. Even site billing and administration remain mysteries.

It takes a critical Computer Use roll (01–05 on D100) or connections with federal investigative agencies to trace the page. In 2D3 days the investigators are led to a Bahamian computer server named Heimdal-9000. If the keeper wishes, researching this server finally uncovers its ISP, which is New World Industries. Additional time or another critical D100 roll may uncover David's address as administrator (the password is another anagram of Nyarlathotep, *paytonlearth*).

Near the time David plans to reveal his true nature, he may leave his computer connected to the Internet, his net-browser set on the page . . . he wants make sure the investigators discover their own stupidity.

Star Map: clicking on a button marked with a star icon loads up a map of the constellations. A second click causes some of the brightest stars to move into a slightly altered configuration: the relative positions of the stars in the near future. After the stars have realigned, nothing changes on the screen for several minutes, but the hard drive continues to work. Then a small image of the planet Earth appears. After more minutes, a long white feathery cone approaches the earth on the screen; a successful Idea roll suggests that the cone represents the tail of a comet. At the bottom of the scene is a confusing hourglass-style timer, showing that either twenty years or two hundred years must pass before the comet appears.

Anyone with a successful Cthulhu Mythos or Occult roll recalls that the time indicated is one of those prophesied for the arrival of the Dark Messiah, who will provoke mass destruction across the world. That year also may see the return of



comet Kohoutek. A successful Occult roll intimates that the return year of the comet is somehow linked to the rising of a sunken city.

Meditation of the Day: clicking on this link brings up a page quoting various Mythos tomes. These thoughts-for-the-day change daily. The quotes seem innocuous, yet also feel coiled with menace, not least of all because some letters are in Java, and squirm and ooze.

However, they are dangerous in that they can induce a form of "Internet addiction." After an investigator reads a passage, the thirst for knowledge to reload the page on the next day requires a POW x5 roll to resist. After the second reading, a POW x4, roll is required, and so on, until after five days of reading, it requires a critical success POW roll to break free. Keeping away from the Internet for 1D3 weeks cures the addiction.

The quotes add +1 Cthulhu Mythos percentile for each month they are read. The quotes also cost the reader 1D4–2 Sanity points for each month they are read. If any Sanity points are lost because of the quotes, the target suffers random nightmares that feature a tri-lobed burning eye getting nearer and nearer night by night. After ten nights of horrible dreams, the Haunter mind-links to the dreamer in the same way that it would via the Trapezohedron.

David has a VGP email encryption program offering secure communication with cultists around the world. His email icon is in the shape of a tri-lobed burning eye. Clicking on the eye brings up a message form. The message sent, an animated picture of a bat-like creature begins flapping its wings to indicate the email is on its way.

Unless this Internet menace is stopped by the investigators, the Mythos-cancer on the web spreads for decades. Many may become linked to the destructive Haunter. If the keeper plans to run *Cthulhupunk* adventures (by Steve Jackson Games), this can be the source of various techno-evils, including the infamous R'lyeh Interface.

Evil keeper option: if David is aware his enemies know of this page, he programs it via cookies to recognize when one of them is browsing the site. In that circumstance, the page has one other link entitled *Download the Master's Plan for the New Millennium!* Anyone clicking on it will see the screen begin to download a program entitled "Idoat.exe," which takes one minute. If the id-i-ot investigator allows this to occur, the monitor flashes the message, "How stupid are you, anyway?" and the screen begins to glow red. The monitor bulges and pulses. Pulling the plug or turning off the machine does not stop the computer's actions. Smashing the computer just hastens the release of what was downloaded. In 2D3 rounds, the monitor explodes (1D6 shrapnel damage to anyone in the room) and releases a Pixel Hunting Horror. It has the same statistics as any other Hunting Horror, except it appears to be made of small color blocks, as if viewing a very enlarged digital image (use the average statistics of the Hunting Horror in the rule book). It will continue to exist for 3D4 rounds, trying to kill/destroy anything living it can find.

SPREADING MADNESS

If the investigator related to David has no relatives, spouse, etc., David likely remains in the hospital until the investigator returns from Camp Nar-Aqua. If there is a spouse, or if the investigator hires a nanny, David can come home while the investigator is still researching clues. If this does happen, David may amuse himself using Mental Suggestion and Mesmerize spells, along with the occasional Mindblast, to have the spouse and/or nanny perform horrible self-destructive acts.

David may be subtle. For example, he may have the investigator's spouse ensorcelled to commit adultery in a way the investigator can discover. David may be flashier—he may have the nanny jump off the roof of the house onto a spiked fence. He will do these things to further drive the investigators mad.

Keeper option: the Nanny can be made to be very mysterious and stern, similar to The Omen's *Mrs. Baylock, but yet be a totally innocent woman who can be framed by David. In fact, David may incriminate her enough that the investigators dispose of her, resulting in further SAN loss when David tells them the truth.*

DISPLAYING KNOWLEDGE

David wants to humiliate people. In school, he answers questions in class to demonstrate his superior knowledge of a subject, and yet manages to make the teacher look like an idiot. He routinely does this with "experts," e.g., playing chess in the park with a retired Russian grand master. David performs such acts where he knows there are no witnesses of any value. If he worries about a witness to some significant action, then the witness soon suffers an accident.

ACCIDENTS

People who annoy or suspect David, but whom he considers of too little consequence to drive insane, have accidents instead. Usually David is nearby, and magically provokes the tragedy. For instance, he prompts a car accident by casting Mindblast on the driver. Perhaps he casts Fist of Yog-Sothoth to cause a plate glass window to shatter and fall from a building so that it slashes and decapitates the walkers below. Animals obey the thoughts of Nyarlathotep, so creating a group of maddened dogs only requires the presence of the pooches (a savage attack by

Zander the dog may be quite a shock). The various *Omen* films provide more good suggestions.

If the investigators are totally off track, make David's participation more obvious by his performance of more horrible acts. One possibility is to dump *essential saltes* for a Resurrection spell into the cafeteria chili, then say the spell on an overweight kid after he has eaten. When his belly bursts open, small fleshy monstrosities scuttle out.

GIVING GIFTS

David enjoys toying with people. He may assemble glass and metal and combine them into odd instruments that cause Sanity loss due to their strange configurations. He may craft a Guitar of Madness (which has the same effect as the Pipes of Madness spell) in music class, and push the teacher into insanity. He may cast the Hands of Colubra on someone performing a puppet show with hand socks. David will always want to be subtle, even if he forgets himself sometimes. He is always careful to accomplish one thing—anyone who rats on him soon suffers a fatal accident.

THE SCIENCE FAIR

If David gets the chance, he lets loose during the school science fair. Although it is a portion of a god, Nyarlathotep's avatar is arrogant and flashy on its own. David brings in an odd instrument of crystals and shiny metal that is so complex its appearance costs 1/1D3 Sanity just trying to comprehend it. David says it's a holograph projector. When the judges come around, David flips a switch sending powerful electric bolts across a spark gap. People smile, thinking that's all it does, until the hall's lights dim and go out. Electrical nimbuses play around the heads of those in the hall, and their hair stands on end while grotesque shadows emerge to squat on their heads. The ceiling has a cone of light projected across it, from which emerge scenes of monstrous Mythos beings ravaging the earth as it spins around a dimming, cooling sun. Witnesses lose 1D6/1D20 Sanity points. Panic and violence result as people run away screaming. Of course, they find the exits guarded by large hunting horrors.

THE CHILDREN'S AID SOCIETY AND OTHER AUTHORITIES

If David feels that the investigators know his secret and are trying to destroy him before he is able to defend himself, he tells the appropriate people (teachers, police, neighbors, etc.) that he is being sexually and physically abused by the investigators. He says they think he is a demon, and want to harm him. He will act very convincingly, and tries to be taken by the Children's Aid Society. Using magic, he can even simulate damage to his body that appears non-self-inflicted. The keeper can have the police and the CAS step in to protect David, and become a harassment and major barrier to the investigators. David will likely be put in a foster home (where more people go crazy or commit suicide), or stay in the hospital, with restraining orders on the investigators. The investigators may face criminal charges and psychiatric assessments if they actually have been trying to kill David and there are witnesses or proof. In addition to this ploy, David protects himself by daily casting a third of his magic points on a Flesh Ward spell.

THE REVELATION

At some point, David chooses a convenient time to confront the investigators. Perhaps he has a summoned monster in the shadows, or perhaps Nitocris sits next to him. Perhaps he is in a play therapy-outpatient session, where he lays out Scrabble letters to let the investigators figure out the anagrams of Nitocris's name and his web-name. He will likely say something like the following (keepers can modify it any way they please):

"I see you have discovered who I am. I was hoping to play with you a little more, but the time for games is over. I have risen out of the blackness of twenty-seven centuries! You cannot stop me. Soon in the small hours the cities shall be rent with screams of nightmare. I am the Messenger of Chaos, and the End Times draw near. You and your fathers before you have striven against a design that cannot be altered. I commend your courage, but now it is over. Join me, and you shall revel in pleasures you did not even realize were possible. Resist, and you shall die in agony, in ways you cannot even conceive."

If some craven cowards want to give in, they have to prove their allegiance by killing themselves and being Resurrected by David. If investigators decide to oppose him, David either tries to escape or attack depending on the situation.

09. Dr. Kristino (Nitocris)

Nitocris has assumed numerous identities since being revived from the sleep of death. As Shefira Roash, she heads the deadly operations of the Black Brotherhood. As Thalassa Chandler, she oversees the machinations of NWI, whose dark tentacles have spread throughout the world.

Another recent alternate identity is that of Dr. Persephone Kristino, an expert psychiatrist from Greece. Nitocris has always been fascinated with psychiatry, as it has numerous applications to mind control. She saw how the Nazis' leadership consisted of doctors, many of them psychiatrists, who twisted the purposes of psychiatric therapies with Third Reich dogma. She admired how well the Hitler Youth were indoctrinated at early ages.

Under various aliases, Nitocris studied in numerous medical schools across Europe. At the same time, she used her status to start Black Brotherhood cells and perform business deals for NWI to help further its international influence. She is considering starting NWI youth camps in the near future.

Nitocris stays behind the scenes, and rarely makes personal appearances anywhere—even in *At Your Door,* she sends two flunkies to the stadium meeting, rather than go herself as Thalassa Chandler. Thus, when Nitocris felt the Shining Trapezohedron had summoned the Haunter, she dispatched three agents to the Narragansett area to find it and bring it to her. However, the return of the Haunter may signal the commencement of the End Times, so she is willing to get involved.

Nitocris wants the Shining Trapezohedron. Bringing David back to Egypt and there assisting him in fulfilling the prophecies is her second goal. Even if David is destroyed, she knows that by possessing the crystal, she can try to find another host for the Haunter. Until she lays her hands on the crystal, however, protecting David is her priority, and she will try to take him to Egypt as soon as it becomes clear that getting the crystal may be too difficult. She will then leave it to the Black Brotherhood to continue the search.

Although Nitocris can appear any time after Day 10, this depends on the NWI agents figuring out what has occurred. Investigators may interfere or eliminate the agents before they reach a conclusion. The keeper can decide to delay Nitocris's arrival, giving time for more of David's pranks. David makes contact with her eventually once he creates his Starry Wisdom homepage on an NWI server. Since gods are capricious, David may delay contacting Nitocris to indulge his sense of fun.

DR. PERSEPHONE KRISTINO

Once Nitocris knows enough to determine that David is the avatar, she travels to him. She assumes the alternate likeness of Dr. Persephone Kristino (she likes the joke of the "phony" in her first name juxtaposed with the anagram for Nitocris). Her minions at NWI have created a false past for this likeness. As Kristino, she is a Greek psychiatrist and expert in childhood trauma treatment. She was born in Athens in 1960, is single, and has worked in numerous hospitals. She is on a sabbatical in America to learn new techniques. She has come to see Dr. Gray in particular. At the keeper's discretion, careful research turns up no evidence that Kristino has ever existed.

Sirahk the Bodyguard

Nitocris has a bodyguard, a living mummy by the name of Sirahk. He is a giant Nubian, possessed of huge strength and endurance. In his mummified form, he is almost a living tank. He is well preserved, and drinks a draught of tanna leaf fluid every night. Although his face is wrinkled, he dresses well enough with concealing clothing, sunglasses, hat, and sometimes a muffler or a false nose, to pass as human. He acts as Thalassa Chandler's chauffeur, driving a large limousine. He will almost always be near Nitocris, except when she heads into the hospital, where he follows Kristino to make sure she is safe. Sirahk tries to stay in the shadows as much as possible. In fact, investigators may not ever see him unless they begin to watch Kristino.

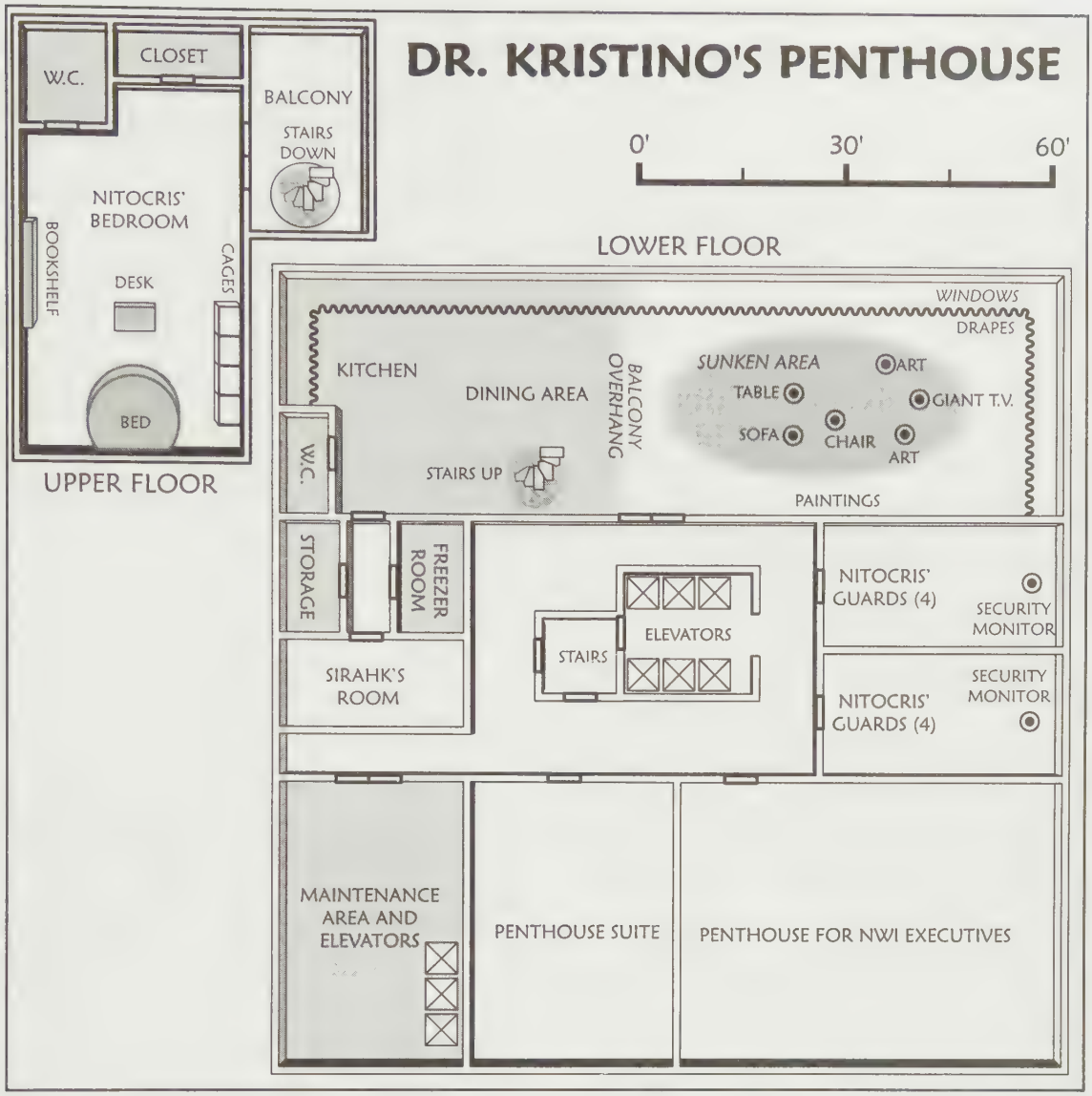
SIRAHK

For more about Sirahk, see his statistics and notes at the end of this adventure.

THALASSA CHANDLER'S PENTHOUSE

Nitocris resides in her condominium tower penthouse, on First Avenue at E. 46th Street, overlooking the U.N. headquarters. The condo is in Thalassa Chandler's name. The building, the Spire Building, is owned by one of NWI's puppet companies, Cyclopean Citadels. The entire staff of the building is loyal to her, although the tenants are mostly innocent people who bought nice condos. Various NWI/Black Brotherhood agents hang about the building as spies and guards. These agents also discreetly follow Nitocris wherever she goes, and will die if need be, to help her escape an attack or confrontation.

Investigators researching the actual building will find the link to NWI if successful with combined Computer Use or Library Use and Accounting rolls. They also find that NWI executives, including CEO Thalassa Chandler, often use the building whenever



they are in town. Cyclopean Citadels was also contracted to help rebuild the World Trade Center's structural damage after it was bombed a few years ago (blueprints show very odd angles for some of the structural beams).

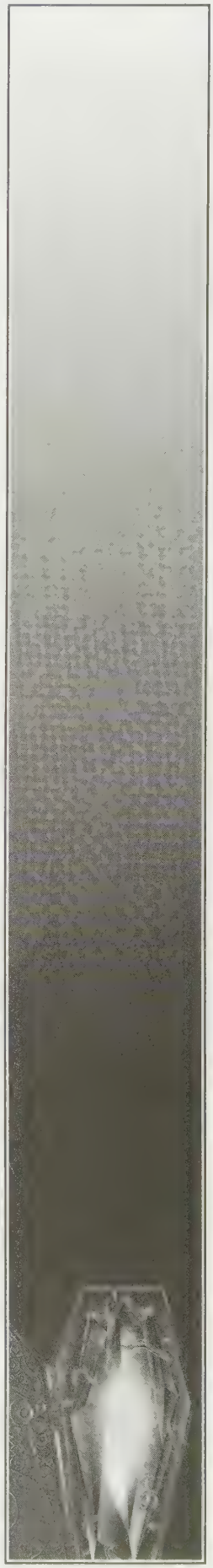
Nitocris keeps her fleet of cars on the parking garage's lowest level. It includes numerous sports cars, luxury vehicles, and big honkin' trucks. As Kristino, she drives a British racing green Lotus 7 to work. On her way there, Sirahk follows discreetly in the limousine, as does a separate van carrying four Black Brotherhood agents. If Kristino runs into trouble, the van moves up and the agents swarm out to defend her.

Damon Devlin

One floor down from the penthouse is housed one of NWI's valued agents, Damon Devlin. He is in New York to oversee a computer system installation for a newly acquired NWI front company.

Though he appears 31, Devlin is actually a century old. He is a follower of the Mistress of the Silver Twilight, Anne Chantraine. He has studied at her feet for decades, and is totally loyal to her. When Nitocris and Chantraine decided to work together (see source material at the end of the scenario), both felt Devlin should begin his education in the area that would later be known as computer science. Devlin has spent time developing his craft, and built the semi-sentient Heimdal--9000 computer, used by NWI across the world. He is also responsible for secretly reprogramming various satellites. His sorcerous studies and computer wizardry have allowed him to develop a new spell that permits his spirit to enter the Internet using VR equipment.

Devlin's room contains a laptop with VR helmet and glove accessories. Devlin's computer has encrypted passwords that only someone with a Computer Use skill of 80% or more could possibly break. If the investigators somehow do break in, they discover a file called Net Wraith. This is a



Age Papers #12

Shefira my love,

Too long have I not embraced you. Although we are apart, I dream of your kisses. Remember that day in the park? Kissing was all we did! Tomorrow I will be returning. Unless you are adamant about your decision, we can meet. Everything has lost meaning since we parted. Someday, I know, we shall be together again. Do not deny it. Already you must feel some of the old feelings. Yesterday was yesterday. Forget the past. I want us to start over again. Recall our happy times! Everything can be as it was! Plan to recreate things anew. Let's pretend we are meeting for our first date again! All my thoughts are focused on you. No more games. Expect a changed man.

Adoringly,

Benny

Mythos spell (see page 179), learnable in 2D3 days with an INT x5 roll, for those with Computer Use skill of 75% or more.

In the Penthouse

It is huge, and decorated with expensive *objets d'art.* It is loft-like in design. Twenty-foot-high windows line one wall, with an overhanging balcony above. Steps in the living area lead down to a large sunken area where there are couches and chairs.

To the back of the condominium is a small door leading to a room containing an Egyptian sarcophagus, a small hot plate with an ancient looking cauldron, a locked wooden chest, and a large dark glass mirror hanging on a wall. This is Sirahk's room. He rests in the sarcophagus when not needed. The chest has a STR 12 lock, and contains fifty pounds of tanna leaves (for more about tanna leaves, see the boxed text nearby). He boils his own tanna leaf fluid daily in the cauldron. The mirror on the wall allows him to talk to the NWI agents through a corresponding mirror in their trailer at the GSO research site (see "GSO Research Site" on page 150).

Up a flight of spiral metal stairs is the master bedroom and study. It is opulent and depraved. Prisoners are usually kept in a basement complex under the parking garages, but if Nitocris has immediate plans for captives, she keeps them chained in golden cages suspended from her ceiling. She has numerous torture devices in a corner of the room, along with a complete gym set and treadmill for her own personal workouts. She keeps a .38 automatic pistol under her pillow.

At a small desk rests a laptop computer, connected to a DSL line. The password is a jumble of 39 letters and numbers that Nitocris has memorized. Without it, there is no way to access the NWI database. The first failed attempt will set off a silent alarm, and NWI security guards in the building will rush to investigate. If the Starry Wisdom homepage already has been created, investigators may find that the net browser is open to that site. A generous keeper may allow the browser's bookmark and history registers to contain clues, if investigators think to look. Sites could include corporate homepages for Larson Pharmaceuticals, Rothmersholm Ltd., Chantraine Enterprises, Cyclopean Citadels, Dawn Biozyme, and other puppet companies or executives of the multinational giant, NWI. These pages provide no clues beyond the fact Nitocris has bookmarked them. An Accounting roll at the proper places may link some of the businesses together. Some sites may not yet belong to NWI, but Nitocris has been considering acquiring them to further some evil goal.

With a Spot Hidden and search, investigators find a safe behind a painting (that of the Crawling Chaos in its form of the God of the Bloody Tongue). It is STR 60 and requires expert safe-cracking to open (Locksmith rolls are at one-half normal). Within it are several items:

Tanna Leaves and Hashish

These exceptionally rare leaves grew millennia ago in ancient Egypt. They are still secretly cultivated there by priests of the dark gods of Egypt. They are related to the plant *Cannabis sativa.* The plants grow leaves resembling those of marijuana, but are ten times larger. In fact, they contain extremely high amounts of tetrahydrocannabinol (THC). Other substances within tanna leaves have not yet been identified by modern science. These leaves have two main uses. One is to be boiled to create a rich broth for the animation and empowerment of mummies. Another is to be processed into superpotent hashish oil. The Black Brotherhood has been using the leaves for both these purposes for ages. The hashish was promoted for use extensively by the cult of the Assassins under the leadership of Sheikh al-Jebal, the Old Man of the Mountain. A high priest of Nyarlathotep, he would much later be called Omar Shakti. (See *The Complete Masks of Nyarlathotep.*)

For transport, leaves are first preserved in special liquid agents. If anyone tries to eat or smoke leaves which have been transported for any distance, they need to clean the preserving fluid from them. Tanna leaves are always preserved in a POT 8 poison which causes violent nausea and diarrhea for a day if resisted by CON on the Resistance Table, and 1D3 days if not.

The Empowering of Mummies: a separate spell is required to bring a mummy back to life, but the tanna fluid is used to keep the mummy "alive" and thinking. Not all mummies are given this fluid, as they may become too independent and turn on their masters. The fluid allows a mummy to perform tasks in an intelligent fashion, rather than as a dumb automaton.

For each draught of tanna leaf fluid imbibed (requiring about four ounces per dose), a mummy can regain a magic point up to the maximum of its POW. A mummy can be controlled by the brewer's promise of feeding it tanna leaf fluid on a regular basis. If the mummy gets its hands on a supply, it can become independent, and may turn on its supplier if the undead monster was mistreated.

Hashish for Assassins: compressing the leaves and mixing them with the dried resinous exudate creates a form of hashish. The hashish is then boiled in an organic solvent (usually something akin to Space Mead), filtered for waste, and reduced into a thick, potent hashish oil.

This substance originally was used by the cult of Assassins to dupe followers into service to the Old Man of the Mountain, who would drug new members and promise them the glories of Heaven for their service. The eventually addicted and mind-warped Assassins would take it on a regular basis as it suppressed pain and granted a strange euphoria. They could enter into a berserk-suicidal mode to accomplish a mission, knowing if they died they would be immediately granted access to Heaven for serving the Old Man.

Each time the user becomes intoxicated on the drug, he or she experiences the following:

- Pain is muted, so that in combat the person will not stop fighting until reduced to zero hit points.
- He or she will not care about personal safety.
- The user feels full of energy, the equivalent of an extra 3 CON.
- The person experiences superimposed hallucinations, reducing perception skills by one-fourth.
- The user loses 1D4+1 Sanity points.
- The effects wear off in 2D3 hours.
- The user develops psychological and physiological dependence on the substance. To overcome this, the user needs a successful match of POW versus the POT 20 substance on the Resistance Table, or will be overcome with cravings. If the addict can resist three days in a row, he or she breaks the addiction.

- Ten passports for various people of different sexes and ages, including ones for Thalassa Chandler and Persephone Kristino.
- A letter from someone named Benny to someone named Shefira (*Age Papers #12*). This note is from General Benson of the U.S. Army, the North American leader of the Black Brotherhood (see *At Your Door* for more details). Not trusting e-mail, they use byakhee to transport messages. This one is in a basic code easily broken: reading the first letter of every sentence, the message decodes into *STARK TUESDAY FIRE PLANE.* If the investigators get this handout, the following Tuesday evening's headline news stories will report that United States Senator John Stark (R-Washington)

died in a fiery airplane crash, and that it was thought to be the work of terrorists.

- A list of charitable donations by the Chandler Foundation. This includes a joint venture with the Full Wilderness organization to establish a nature reserve park near Samson, California. There is also a grant for a project to restore and repair the Sphinx, under the direction of Lostalus Black. A joint hosting with Chantraine Enterprises (an international fashion and fragrance design company based in France) has been underwritten concerning a huge European fashion show to raise funds for AIDS research.

- Nitocris keeps poisons, perfumes, and any Mythos tomes or artifacts here.

A strange asymmetrical sculpture stands in the corner of the bedroom between the bed and the bookshelf. It is shaped like a rowboat without the bottom, standing upright, with an odd bent crosspiece above it. A small placard at the bottom says the piece is called "Escape." The structure is actually a Gate to Limbo, where entrances to other spacetimes conjoin. This is Nitocris's escape route. It costs 4 magic points and 1 Sanity point to pass through it. It requires a Cthulhu Mythos roll to understand its function. Those who enter it find themselves in a realm of formless vapors, surrounded by numerous odd hyperdimensional constructs. Each construct is a doorway to an alternate spacetime. Unless following Nitocris, an investigator needs a critical Luck roll to choose those doorways the Ghoul-Queen usually does—the Crystal Casino Resort in Nassau, the NWI skyscraper in Chicago, a secret citadel in Cairo, the Great Library at Celaeno, etc. Entering the wrong gateway results in the adventurer being transported into some other realm of the keeper's choosing. Investigators can always return through the Gate from whence they came, assuming they didn't wander too far into Limbo. Nitocris has bound guardians in this area of Limbo, to protect her escape route—two Hunting Horrors (use the average stats in the *Call of Cthulhu* rules).

Dr. Kristino's Actions

Dr. Kristino's arrangements to join the hospital staff precede her by at least three days before her arrival. She is given an office near Dr. Gray's.

The first thing she does is to cast a spell to animate a few stuffed animals in her office to act as guards, since Sirahk or NWI agents would attract too much attention. These furry golems do nothing without a verbal command by Nitocris. She brings these critters and other mundane toys to every session she conducts with kids.

For her first week, she merely observes other psychiatrists in action. With her high Psychiatry skill, she is able to discuss observations, ideas, and theories as a fellow expert. Thereafter she demonstrates her skill with patients as other doctors watch. They find she is top-notch.

When she meets David for the first time, it will seem as if the two have clicked. He finds it easy to talk about the trauma of the camp. The keeper can use these sessions to cook up all sorts of red herring leads—investigators are welcome to watch the sessions, and David has no problem with it. Soon he recalls that horrible frog-creatures invaded the camp, and used some sort of lightning guns. He remembers that Chester's head exploded, and a large spider crawled out of the remains of his head and scuttled into the forest. Shawna Applegate was chanting and dancing naked by the camp fire, calling on someone named Kutulu to bring forth his children to the realm of man, and so on.

Near the climax of the adventure, when David realizes that the investigators know who he is, Dr. Kristino and David may decide to have a family session with the investigator-relative and other family members. Keep a Scrabble board nearby to spell out Harlan T. Pyote (Nyarlathotep) and Kristino (Nitocris).

GRAY GONE AWAY

In time, Dr. Gray grows suspicious of David, and begins to wonder about Kristino. After the first two weeks, Nitocris decides to send Sirahk to capture Dr. Gray and bring her to the penthouse. Sirahk will do this alone. He does not care if he brings in Dr. Gray dead or alive, just so long as she is in one piece. The keeper can have this event happen off stage so the investigators have no way of stopping it, unless they are trailing Sirahk and/or Dr. Gray every night.

Dr. Gray lives in a condo in East Manhattan. She lives on the seventh floor. (The keeper will have to create a map if any action takes place there.) Sirahk cases the building the night before his attempt. He climbs the wall of the building at 3:30 A.M. dressed totally in black. He breaks in as quietly as possible. If he can get to her without any interference, he grabs her, drops her into a large black sack, then climbs back down the wall. The keeper can have homeless or drunks witness Sirahk's comings and goings ("Man, this giant guy the size of Godzilla climbed up the side of the wall, then came back down like he was an evil Santa Claus!"). Gray's apartment shows signs of a struggle, and a broken lock on the balcony sliding door.

If Sirahk fails in his attempt, he will not try again. An intelligent woman, Dr. Gray takes the attempt seriously enough to join with the investigators.

If he succeeds, Nitocris calls the hospital with a ragged, muddled voice to say she is Dr. Gray, that she is ill, and will not be in until next week. People who know Dr. Gray will say she must really be ill to call in, as she never misses work unless she is bedridden. Calling her apartment gets an answering machine only.

"Dr. Gray" is back at work in five days, barring complications (see below). The good doctor now is actually Nitocris, who has eaten poor Dr. Gray and cast Consume Likeness. She impersonates Dr. Gray mostly to learn what the investigators know.

OPTION: DINNER WITH THE GHOUL QUEEN

Nitocris plans to perform the ritual of Consume Likeness using Dr. Gray. At the keeper's option, Nitocris may decide to have an investigator over for dinner. This is to eliminate the person. Anyone with half a brain should realize this is a trap. She will not invite the related-to-David investigator, as that one has been singled out by the Haunter to be destroyed by it alone. Instead she invites whichever investigator seems to know too much—the character who foolishly mentions something Mythos-related to David or her. Nitocris does not care about the target's gender, but the rest of this option assumes a male.

Kristino tells the investigator she is an excellent chef, and has a great recipe for souvlaki. The investigator is to bring the wine. The dinner date is at 8:00 P.M., a day after the abduction of Dr. Gray.

If the investigator is not wearing a bug of some sort, the rest of this scene must be done in private with that character's player. The curtains of the penthouse are closed, so there is no way to see into the apartment.

Sirahk acts as butler for the evening, wearing a white tuxedo. He can be seen more clearly, which costs a 0/1 SAN loss then, and more when the investigator realizes Sirahk is a mummy. He opens the door, takes the investigator's coat, and escorts him to the drawing room. Sirahk serves whatever drink the investigator wishes. He makes no response except to nod to yes-or-no questions. He has a mocking expression on his face.

Kristino comes out dressed in a see-through silky black dress which leaves almost nothing to the imagination. She wears a sparkling girdle, an ancient Egyptian necklace (see page 183), and a special perfume—it is POT 14, and the investigator must match his CON vs. the perfume on the Resistance Table or be overcome with strong sexual impulses. Kristino speaks of this and that, and if the investigator has APP 14 or more and has been overcome with the perfume, she begins to indulge her lusts as well. After a time, or if the investigator turns down the offer (earning him special hatred by Nitocris), Kristino says it is time to eat and asks Mr. Sirahk to bring out the dinner.

Sirahk wheels in a huge silver platter covered with a silver dome. He effortlessly lifts it onto the table before the couple, and lifts away the lid. Under it is Dr. Gray, trussed up like a turkey with an apple in her mouth. She has been roasted and coated with a honey-garlic sauce. Sick and twisted keepers may keep poor Dr. Gray alive—in that case add to the description that she weakly struggles with her bonds. Dead or not, Sirahk begins to baste the body with a preparation of pomegranate juice. This scene costs the investigator 1D2/1D6 Sanity points, +2 points more if Gray still lives.

Kristino says that she decided to not serve souvlaki after all. She asks if the investigator would like white or dark meat. She needles the investigator until he reacts violently. She will then watch Sirahk attempt to kill the investigator. If the investigator can make it to the door, it is locked (STR 15 lock). On the other side of the door are three NWI agents who took up position there five minutes after the investigator entered the penthouse. If Nitocris is attacked, she will don her Crown, raising her magical protection to 15 armor points (it was 10 before), and start to cast a Shrivelling, Wrack, or Mindblast spell.

If the investigator is killed, the ghoul queen eats him over the next several days, and she may decide to impersonate him as well. Since Dr. Gray is only about 110 pounds, Nitocris needs only three days to consume her.

If the investigator escapes, Nitocris dispatches agents to eliminate him or her. She may summon a flying monster to pursue him. In any case, the scenario takes on more of a blood-bath action pace than a cat-and-mouse design.

The keeper can have this episode as a climactic battle with Nitocris, leaving David to be dealt with later. It is possible the investigators will prepare themselves for the trap, and go in as an assault team. The keeper must decide if the entire building is NWI controlled; if so, Black Brotherhood agents will be skulking about. Cunning, experienced, and literally hard to kill, Nitocris likely escapes to fight another day.

Awaiting the Crystal

Nitocris's primary purpose is to recover the Shining Trapezohedron. Each midnight, Sirahk contacts the NWI agents at Narragansett Bay via the mystic mirror in his room. Whoever obtains the crystal is ordered to bring it immediately to Dr. Kristino in Manhattan.

If the Shugoranites have it, Sirahk has the NWI agents order them to bring it by water. Sirahk meets them a few days later at midnight on a

lonely abandoned pier. Investigators can learn this only by following the mummy. Sirahk drives the limousine to the pier.

Once Nitocris has the crystal, she contacts David and arranges for an NWI jet to take both of them to Egypt. There she will take David into the maze under the Sphinx to groom him and assist him in becoming the Dark Messiah of the End Times. She regards David as expendable, if she can escape with the crystal. David may decide to stay behind to destroy the investigators.

It is possible the investigators have gotten the Shining Trapezohedron. If they have hidden it well, the keeper must decide when Nitocris gives up the search. If she knows who is responsible for hiding it, she will torture the investigators to learn its location. If they do not talk, she eventually kills them, gets their bodies if possible, Resurrects them, and tortures them anew. This also happens if an investigator commits suicide to prevent breaking under torture.

If Nitocris cannot get the crystal, she will try to leave with David. He will grow rapidly in power, his skin darkening to pure blackness in a few months more.

In a few years, a Reverend Nye will appear in San Francisco, and start a new branch of the Starry Wisdom, the Shining Trapezohedron by his side. The Strange Eons have come.

Airport Finale

If Nitocris possesses the Shining Trapezohedron, she attempts to leave with it as soon as possible. As she cannot carry it through a Gate, she will transport it via machine or summoned creature. If she is trying to escape without the crystal, she may create a Gate to almost anywhere. As Nitocris prefers luxury, rather than the back of a shantak or byakhee, the following is likely.

When Nitocris plans to leave, she assumes her shape of Thalassa Chandler, and has the private NWI Lear jet prepared to fly David and/or the Shining Trapezohedron and herself out of New York. Sirahk takes her in the limousine to LaGuardia Airport. Two black sedans escort them, four NWI agents in each.

The investigators may learn of this, and try to interfere. In that case, a climactic airport battle may ensue. Keepers may want to watch the films *Bullitt* or *Die Hard 2* to get some ideas of action sequences for the battle. If your players have been desiring a bloodbath confrontation, this is the time to spring it. Hopefully the investigators have gathered up some evidence against NWI so that they can enlist some law enforcement or government agency support.

Authorities will not search or detain the NWI jet unless the investigators call with anonymous tips that illegal activities are going on—drug smuggling, weapon running, carrying radioactive material (this last one may actually stick if the Shining Trapezohedron is aboard!). However, Thalassa Chandler will be casting Cloud Memory and Mental Suggestion to mislead customs officials, the DEA, and other annoying bureaucrats. If a battle does occur with the investigators, airport security gets involved, with the police coming shortly after. They try to arrest everybody.

If Thalassa escapes, she heads to Egypt, though maybe circuitously. There she will go underground into the labyrinth beneath the Sphinx (see "Cairo" in *The Complete Masks of Nyarlathotep*). If she has the Shining Trapezohedron, she will place it back in the ancient room designed by Nephren-Ka. If David is with her, she will help to assist him to design his dark plots for the End Times. David will be busy writing equations and designing plans for a new dimensional-energy-gathering device that can produce more destruction than a thousand thermonuclear warheads. He is deciding whom he wants to help discover it.

Keepers may decide to extend the adventure into a pursuit of the Shining Trapezohedron.

10. Isis, a Keeper's Option

If the investigators are hopelessly off track, or are heavily at a disadvantage, the keeper may have Isis appear to aid them against the Haunter. She has done so with others in the past.

When things look their darkest in the adventure, at a time the investigators are going somewhere in the night, they will notice an odd shop. It seems to be a Tarot card reading shop, but the window has a neon image of an Egyptian goddess. The sign next to the shop door has an engraved name upon it, Madame Endor. The shop is open, no matter what time of the night it is. If the investigators ignore the shop, it will appear on other streets until they pass it three times. After three appearances, the shop will not appear again. Isis has decided to let the cowards rot.

MADAME ENDOR

Isis's powers derive from the collective consciousness of her worshippers. Her powers are considerably decreased since the time of ancient Egypt. However, due to the New Age movement and similar pagan beliefs, she is worshipped again in different aspects, and has a modicum of power. She often appears as a healer or seer—a nurse, doctor, psychic, etc. She adapts to the times, as her current worshippers' faith makes up a major part of her POW.

Investigators entering the shop will find themselves in a dim room illuminated by a few candles. The reading table is a converted poker table. A crystal ball sits on a small holder in the middle of the table. A deck of large cards rests next to that. Exotic plants hang from hooks on the wall. An archway with a beaded curtain leads to a better lit area, that of a clean kitchen.

Investigators hear the sounds of running water. If they look through the beaded curtain they see a woman in an apron smoking a cigarette while washing dishes. With a Listen roll, they hear her humming an odd tune; anyone who hears it and who makes a successful Archaeology or Egyptology roll thinks it sounds like an ancient Egyptian ritual chant.

Whether players call for her from the reading room or go to the kitchen, Isis will not be perturbed. She says "One moment, gentle customers." She introduces herself as Madame Endor. She offers them tea and cigarettes. She has just finished baking honey cakes, and offers those as well. After she pulls a small flask from her blouse and pours liquor into her tea, she asks what the investigators want.

Isis listens closely to what they say, and then nods her head. She will do a card reading for them. If all the investigators refuse her services, she sighs, looks at the cards, and turns up cards such as Death, The Hanged Man, and The Tower. She says, "You shall die soon. Now go." If the investigators do not go, she will get angry and try to throw them out. Once they have been ejected, they see that the shop is no longer there, but that the two neighboring stores of the shop are now side by side.

If at least one investigator is curious, Endor smiles and starts laying out the cards. The keeper can have Endor disseminate information the investigators missed during their researches. She relates the information in a cryptic manner. If the investigators seem to not get it, she'll sigh and mutter under her breath, wondering how these people have managed to live this long.

She will finish with "When facing darkness, one needs light. An eternity of darkness falls before a single candle. The being you face has assumed the shape of man once again. This was its undoing before. When the Dark One first took the form of man in Khem, he acquired human qualities such as arrogance and self-importance. Others of his ilk are not bound by such emotions—they are merely chaotic forces who can be described almost as natural powers of the universe. The Dark One's major characteristic can also be his weakness. He mocks. But for all his mocking, the crystal you seek will give you power to overcome him."

The truth of this is irrelevant. Isis believes this is the case, and the investigators would be unwise to argue Mythos theories that contradict her.

She adds, for the price of a favor, that she will teach an investigator a ritual as well as a method by which to battle the Dark One. The favor is to perform a ritual to worship Isis once a year on May Day. If the investigator agrees, Isis teaches the spell Light of Seker (see "New Spells" on page 179). She also says by gathering friends and banding together, the investigator and his/her allies can use the Shining Trapezohedron to summon the Haunter and thus banish it from its current host. If investigators refuse to bargain, she sighs and sends them on their way as above. If they agree to do the rituals, but do not perform them, they are cursed to heal at one-third the normal rate. If they do perform them, the investigators discover they heal at twice normal rate—at least for a while.

The keeper can decide if Isis will strike steeper bargains for further Egyptian magic and healing spells such as Elder Sign, Heal, Healing, Identify Spirit, Seal of Isis, Sekhmenkenhep's Words, or Voice of Ra. The keeper is left to decide what the duties and responsibilities of a high priest of Isis are.

Assuming the conversation ends congenially, Isis smiles and stands up. The room begins to glow, as a soft light emanates from Madame Endor. She lifts her arms. They become long feathered wings as she smiles, her head adorned with the crown of an Egyptian goddess. The whole room is suddenly enveloped in a bright blinding light, then the investigators stand on the street in front of where the shop was, but is no more. The two adjacent shops now stand side by side.

Conclusion

Obtaining the Crystal

To set back the machinations of the Haunter, the investigators need the Shining Trapezohedron. With it, they have a chance to free David from the Haunter's powers by forcing it to appear at their summons. Of course, the Haunter will materialize nearby the investigators, but they can deal with the Haunter itself.

Investigators may want to try to destroy the crystal, but will find it is invulnerable to mundane weapons. Keepers may nominate high intensity light

weapons, such as prototype laser devices, as able to destroy it. Another way may be to drop the crystal into the reactor of a nuclear power plant. Of course, destroying an artifact of such power by using other awesome forces may result in a titanic explosion. The destruction of the crystal will also banish the Haunter back to its nightdark realm, whether it is in a host or not. In the grand scheme of things, the crystal may be summoned forth from the Dark Dimension again, but probably the Haunter will be halted for some time. For those who manage to destroy the Shining Trapezohedron, award 3D6 Sanity points.

Hiding the crystal, or dumping it somewhere no one can get it, may be the best choice. An ideal location could be an active volcano or the fresh concrete foundation of a skyscraper (the latter option may result in a haunted building). If it is returned it to its original resting place at the bottom of Narragansett Bay, it will once again be hidden from Nyarlathotep's minions by Isis's protective magic. (At the keeper's discretion, an investigator who becomes a priest[-ess] of Isis can turn the gemstone over to her; she will hide it somewhere safe from Nyarlathotep's agents.) For this action, award 1D12 Sanity points.

Nitocris's agents will try desperately to prevent the loss of the Shining Trapezohedron. The investigators may find the crystal a useful bargaining chip, with Nitocris promising all sorts of things for its return. Of course, anyone stupid enough to enter into a deal with her likely ends up dead. She never keeps her word. Letting Nitocris escape with the crystal costs 1D8 Sanity points.

Dealing with David

Stopping David may be difficult. Actions against him mean repercussions. Killing David dispels the Haunter and may quash its plans, but the relative-investigator must accept a Sanity point loss of 1D6/1D12 for killing his flesh and blood. Other investigators lose lesser amounts (1D2/1D8) for killing an innocent child. If the keeper determines that the player characters feel David is already lost, and that there is no way to get him back, he or she should lower the actual Sanity point losses by two points each. For thinking they have defeated the Haunter, investigators may have +1D8 Sanity points each, but this is lost along with a further 1D4 points if they discover the Haunter merely moved to a new host.

Another problem is that of the law. Killing David likely results in murder charges, with insanity defenses. Nitocris will use her influence to send those who harmed the Master to solitary confinement for life. If David had involved the CAS and the police already, it will be hard for the investigators to come up with strong alibis.

Using the crystal (or other spells such as Cast Out Devil) may force the Haunter out of David. If this occurs, David falls to the ground, his mind shattered. His abilities and skills revert to normal, but his Sanity is zero. Investigators do get +1D8 Sanity points for having freed him from the monstrous darkness that was inside of him. After a few months, David is able to talk in short sentences, but like a zombie. He never fully recovers. His contact with the Dark One has left his mind full of alien visions and prophetic images. He constantly scrawls them on walls, bed sheets, and pads of paper. Most of the scribbles are undecipherable, but David can be a plot device by means of which the keeper can introduce new adventures or to give assistance in difficult situations with cryptic drawings. Of course, David may be off limits to the investigators if they have restraining orders on them!

Letting David escape to grow into the Dark Messiah results in a penalty of 1D8 Sanity points. David, or another suitable host, will eventually go to San Francisco and take up the persona of Reverend Nye to further the coming of the Great Old Ones.

Halting the Haunter

Dealing with the Haunter is not difficult if the investigators have the crystal. The trouble is getting the Haunter out of David. Using any form of light attack, the Haunter has a good chance of being dispelled. Once ejected from this dimension, the Haunter can return here only when the crystal is plunged back into darkness and someone then looks into the crystal to make the psychic connection with the Haunter. Keeping the crystal in eternal darkness so that no one can look into it is another solution.

As long as surviving characters have a mind-link to it, the Haunter can reappear. Mind-linked people need to carry a light at all times and learn to sleep during the day, or the Haunter will continue to threaten them. Keeping the Shining Trapezohedron under constant light will prevent the Haunter from materializing. If the investigators cast the Light of Seker on mind-linked victims, it will sever the mind connections to the thing. Once the Haunter has no more mind-linked male humans, it must remain in its dark dimension. At least one other character is linked to the Haunter—Sam Gillian.

Another threat that needs attending is the Starry Wisdom homepage. Investigators may need to crash that site permanently to prevent others from mind-linking to the Dark One. The keeper can decide if anyone out there (literally around the world) fell for the trap. Knowing about the homepage danger and not doing anything about it costs investigators 1D6+1 SAN. Hacking it so that it is no longer a threat earns a reward of 1D6+1 SAN.

Stopping the Haunter so that it cannot come back earns investigators +1D10 Sanity points.

Stopping Nitocris

Nitocris is an experienced and deadly opponent. It is unlikely the investigators will be able to destroy her. They can attempt to foil her plans. Even if somehow destroyed by the intrepid investigators, the Outer Gods may return her to life, for she serves them well. Grant the investigators a short respite, as well as a 1D10 Sanity point award. Destroying Sirahk earns 1D8 Sanity points. Each Shugoranite killed earns 1D6 Sanity points as well.

Nitocris will be halted by her own destruction, or by removing reasons for her to be involved—getting rid of the Shining Trapezohedron and dealing with David, for instance. The best way to deal with her is a suicidal investigator with dynamite strapped all over his body. Exposing her NWI connections may get her to withdraw as well. If the investigators can arrange a search warrant for her penthouse, incriminating objects such as human bones and half-devoured corpses will tie her up for some time in suppressing evidence, buying off officials, and destroying those who won't cooperate. Her assassins will launch reprisals, and investigators may decide to flee the country for a while, or enlist new allies in a quest against the machinations of NWI. The keeper might develop this into the basis for an ongoing campaign, blending the adventures contained in *At Your Door.* Another option is to have the investigators retire, writing narratives of the events that occurred, awaiting their deaths at the hands of the minions of the Mythos (as some HPL protagonists do). If Nitocris escapes, the penalty is –1D6 Sanity points per investigator. However, knowing they foiled her plans will award them +1D10 Sanity points.

New Spells

LIGHT OF SEKER

Creates a globe of light of variable radius. For each magic point put in the spell, the nimbus of light increases its radius by one foot. Light emits into the area beyond the globe; within the globe there are no shadows. The globe of light lasts for POW x5 game rounds, then gutters and dies. There is no Sanity point cost to cast this spell.

This Egyptian ritual magic spell calls upon the power of Seker, the Egyptian god of light. After chanting and invoking the name of Seker for one round, the caster can pick any target within POW x3 feet at which to have a globe of light appear. If cast on a sentient being, the caster must succeed in a magic point vs. magic point Resistance Table struggle against the target. If the struggle fails, the spell fails.

When used against the Haunter of the Dark, each magic point invested in the Light of Seker inflicts 1D6 worth of light damage. For example, a 10-magic-point spell cast on the Haunter inflicts 10D6 damage per round, but clever investigators also cast the spell on the Shining Trapezohedron. Casting the same number of magic points on the Trapezohedron while the Haunter swoops in would cost the monster 20D6 hit points per round. Anyone mind-linked to the Haunter has this connection severed by bathing in the Light of Seker.

Exposing a possessed host or the crystal to the Light of Seker will not expel the Haunter from a host or harm the Haunter while it inhabits a host. However, at the keeper's discretion, such exposure could halve the Haunter's POW and/or negate his spell-casting ability while the host is exposed to it.

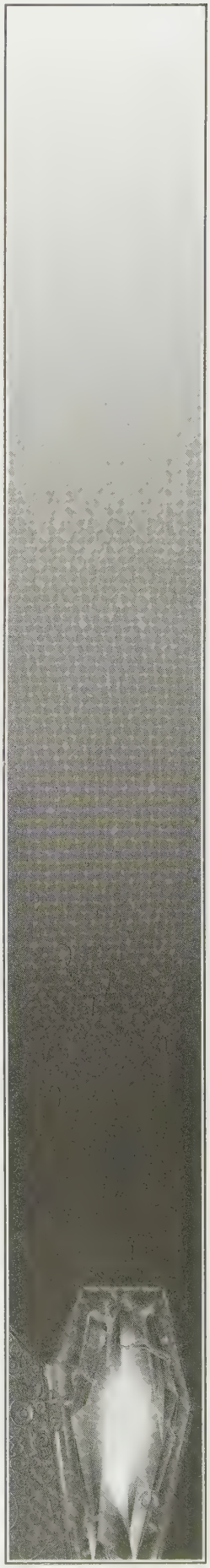
NET WRAITH

The spell requires ten minutes to align the caster's mind with the net interface. It costs 5 magic points and 2D3 Sanity points to cast. It can be learned or performed only if the caster has Computer Use 75% or higher, and Mathematics 50% or more. This knowledge, combined with Mind Transfer spell elements, allows the caster to project his or her consciousness into the Internet with the aid of VR equipment. In effect this resembles the net-running sequences described in science fiction stories such as William Gibson's *Neuromancer* tales.

Once in the net, the caster has only INT and POW as functioning characteristics, and Know rolls, Luck rolls, and magic points as the only functioning derivatives. As a net wraith has no Sanity characteristic, it neither adds or loses Sanity points. Mental skills such as Accounting, Computer Use, and languages are unaffected. While in the net, the caster loses 1 magic point per hour and cannot regenerate magic points. In compensation, the caster gains the ability to drain magic points from others.

The caster can attempt Computer Use skill rolls to navigate the web to various computer terminals, applications, databases, and other locations. A net wraith can read data flows, and copy or change a reasonable number of data files without creating new backup files or other obvious traces—that takes a Computer Use roll. With a roll of POW x5 or less, it can deceive routine antivirus defenses. Since it needs no sleep and never tires, with proper preparation a net wraith can learn at three times the rate for a human being.

The net wraith can also look out through a computer monitor (it is magical), see people on the other side of the screen, and be seen by them, perhaps requiring Sanity rolls of them. It can launch POW versus POW attacks against anyone within a range of the wraith's POW in feet from the computer it currently inhabits. The winner of the match takes



1D6–1 magic points from its opponent. Just as with its human counterpart, a net wraith who loses all its magic points goes unconscious, but since it does not regenerate magic points, it never wakes unless discovered by someone who is able to provide aid.

If a terminal loses power or is destroyed while a net wraith inhabits it, the net wraith is destroyed. If cut off from the Internet, the caster's spirit is still trapped, though the wraith can try for a quick retreat with a roll of POW x3 or less.

When the net wraith returns to his or her own body, he or she remembers everything that transpired. Sanity point losses for misdeeds or shocks may now be applicable, and if so must be taken immediately. If the body dies while the net wraith is abroad, the wraith remains conscious and active until circumstances remove it from any sort of bandwidth, whereupon it is extinguished. Further dangers of the Internet are left to the keeper's imagination.

Statistics

The following are the main non-player characters who appear within this scenario. Each entry includes what a successful *Know roll* would yield about the character. *Inside Information* about these characters is also included—that entry reports on facts/rumors/stories obtainable by the appropriate skill roll or player character background. The keeper must create role-playing opportunities to obtain this information. A brief *Plot* note tells the keeper how to use the character to enhance the scenario. All the stats conclude with information about character appearances.

People

SHAWNA APPLEGATE, Shocked Camp Counselor

Know Roll: the investigator-relative likely remembers her as a trustworthy person who has worked at Camp Nar-Aqua before.

Insider Knowledge: Shawna Applegate is into New Age and the occult. Her parents are devout Catholics, and are worried by her choices in life.

Plot: David and Kristino may try to convince the investigators that Shawna is a witch who summoned a monster to destroy the camp, which drove her mad. When Shawna recovers, who knows what she will do next?

Shawna Applegate, age 19, Camp Counselor (p. 142)

STR 10	CON 12	SIZ 09	INT 12	POW 13
DEX 14	APP 14	EDU 13	SAN 53	HP 11

Damage Bonus: +0.

Weapons: Fist/Punch 30%, damage 1D3

Skills: Camp Legends 75%, First Aid 30%, Navigate 25%, Occult 12%, Persuade 22%, Political Science 15%, Psychology 17%, Sing 50%, Swim 31%, Trivia 15%.

Appearance: Shawna is a slender pretty girl with reddish hair and freckles.

TODD CLARKE, Insurance Lawyer

Know Roll: the investigator-relative of David knows Clarke well. He is a friendly man, an insurance lawyer with a large private practice. His wife died in a car accident five years ago. He enjoys steaks medium rare.

Insider Knowledge: Clarke often adjusts insurance claims in slightly illegal ways to save his clients money. He still blames himself for the death of his wife, as he was supposed to drive her to the airport, but he was busy working at the office. He still sees a psychiatrist once a week. The death of his son puts him over the edge.

Plot: Clarke can be either a hindrance or a help to the investigators. He doggedly pursues the truth, for he cannot rest unless he can make sense of his senseless loss.

Todd Clarke, age 42, Attorney-at-Law (p. 140)

STR 15	CON 13	SIZ 14	INT 15	POW 12
DEX 13	APP 13	EDU 16	SAN 43	HP 14

Damage Bonus: +1D4.

Weapons: Fist/Punch 70%, damage 1D3+1D4
12-Gauge Shotgun 30%, damage 4D6/2D6/1D6
.38 Automatic 44%, damage 1D10

Skills: Accounting 40%, Computer Use 30%, Credit Rating 69%, Dodge 50%, Drive Auto 50%, Fast Talk 35%, Law 70%, Library Use 45%, Listen 50%, Persuade 70%, Psychology 50%, Spot Hidden 40%.

Appearance: Clarke is a large man in good shape. He is bald, with a moustache. He wears business suits at work, but throughout the scenario dresses in a hurried, unkempt manner.

DAVID, Host for the Haunter of the Dark

Know Roll: the investigator who is connected with David knows all about his hobbies, friends, school, and so on. Let the investigator decide what these things are.

Insider Knowledge: David has always resented the fact that his investigator-relative spends more time dealing with weird stuff than spending time with him.

Plot: see "David's Doings" on page 166.

David, age 11, as an ordinary boy (p. 133)

STR 08	CON 14	SIZ 08	INT 13	POW 13
DEX 14	APP 14	EDU 10	SAN 60	HP 11
Move 8				

Damage Bonus: –1D4.

Weapons: Fist/Punch 38%, damage 1D3–1D4

Skills: Climb 40%, Jump 40%, Hide 20%, Play Chess 37%, Play Video Games 75%, Sports Trivia 25%, Swim 40%.

Appearance: David is a handsome eleven year old boy with brownish-blond hair and hazel eyes. His dress is typical for his age.

After David merges with the Haunter, some of his statistics increase until they reach the maximum as listed below. David's Sanity is reduced to zero after he is merged.

Per Day: +2 INT, +2 POW, +4 EDU; +3 percentiles to all communication, knowledge, and weapon skills.

Per Week: +1 CON, +1 DEX, +1 APP, +1 Move.

Spells: as the keeper wishes. David eventually knows all the spells of the Mythos. Balance this area to scale it to the threat the investigators pose. David always should be formidable.

Other: David develops a dark suntan over a couple of months. He also begins to stand and sit in a formal, almost grandiose manner. After two weeks, he becomes moderately radioactive, enough to be detectable by a Geiger counter at ten feet. He has a flaming aura if seen in the dark.

David, formerly age 11, Host for the Haunter of the Dark, maximum characteristics (p. 167)

STR 08	CON 19	SIZ 08	INT 86	POW 60*
DEX 19	APP 18	EDU 200	SAN 0	HP 14

Move 12

**David's POW can only increase to 60 due to his current young body. As his body matures, more of the avatar's godlike force can fill it without burning it to a crisp. At adolescence, his maximum is POW 75. At age 31, he can hold the full force of the Haunter, a POW of 100. By that point, he will be ready to usher in the return of the Great Old Ones.*

Damage Bonus: –1D4.

Weapons: All mundane weapons 100%.

David in Darkness 100%: seen in the dark, his flesh gives off a faint glow. After a few weeks, the glow is very strong, as if a flaming aura surrounds the boy. The fantastic flaming features show a superimposed image of the Haunter of the Dark like a cloud emanating from the host. Anyone witnessing this phenomenon must make a Sanity roll.

In addition to this, everyone in darkness in a radius of David's POW in feet gets the special sight-that-is-not-sight ability (see the Haunter of the Dark description).

Spells: all spells in the *Call of Cthulhu* rules, or as desired by the keeper. As David, the avatar can summon any appropriate Mythos being for 1 magic point per point of POW possessed by the creature.*

**as the avatar is within an immature human host, such godlike use of POW can injure the body, at the rate of 1 hit point lost for every 4 magic points (or fraction thereof) spent this way. For example, David summons a POW 12 fire vampire, expending 12 magic points. He therefore loses 3 hit points for the damage done to his body. Understandably, David will try not to use this capability.*

Skills: all knowledge, weapon, and operating skills at 100%. Physical skills are the same as for the host body, David the ordinary boy.

Appearance: as the ordinary boy, but now leaner, standing tall and fit. David has a beautiful bronze tan. During nights with the moon risen, he might be seen staring at it with a sinister smile.

Sanity Loss: seeing David in the light costs no Sanity points. In the dark, his glowing or flaming aura costs 1D4/1D12 Sanity points. Keepers can increase this loss to 1D6/1D20 Sanity points for those close to David, such as parents and friends.

Zander, David's Dog

STR 14	CON 14	SIZ 05	INT 02	POW 15
DEX 14	Move 10	HP 10		

Damage Bonus: +0.

Weapons: Bite 60%, damage 1D4

Skills: Hide 40%, Scent 80%, Sneak 55%, Track 70%.

Sanity Loss: 0/1 Sanity points if it attacks, but only for those who knew the dog as a friendly beast before it became a servant of the Haunter.

Appearance: a lovable large golden retriever.

DAMON DEVLIN, Disciple of Anne Chantraine, NWI Computer Master

Know Roll: nothing.

Insider Knowledge: born in Cannich, Scotland. Educated at Glasgow University in Cannich, Scotland, earning degrees in electrical engineering and computer science. He landed a cushy job straight out of school with NWI's computer research department. He travels to many NWI labs across the globe. He is an anachronist, exhibiting manners and customs not used since the turn of the century. He often can be heard singing old tunes to himself. Deep research may uncover references to a Damon Devlin who lived in Cannich during the 1920s, who allegedly belonged to a coven of witches. Investigators of sufficient zeal may find that the present day Devlin has faked his birth certificate. With amazing luck, the investigators may find a newspaper photograph from 1960 showing a picture of Devlin (looking the same age as he does today) with Sabrina Chantraine, the head of Chantraine Enterprises during that time (who is the "aunt" of Desiré).

Plot: if the investigators become too much of a nuisance, or a genuine threat, Nitocris may ask Devlin to become a net wraith and keep tabs on the investigators, or wipe out their Credit Ratings, or kill them. As a net wraith, he can search for investigators around the world, looking for them via credit card usage, etc. He can also physically aid Nitocris if investigators stage an attack on her penthouse. Devlin is a formidable sorcerer.

Damon Devlin, appears age 31, sorcerous computer wizard (p. 171)

STR 11	CON 12	SIZ 13	INT 16	POW 20
DEX 13	APP 10	EDU 22	SAN 0	HP 13

Damage Bonus: +0.

Weapons: Fist/Punch 70%, damage 1D3
Kick 50%, damage 1D6
Headbutt 50%, damage 1D4
Fighting Knife 50%, damage 1D4+2

Spells: Contact Cthulhu, Dread Curse of Azathoth, Stop Heart, Fist of Yog-Sothoth, Mesmerize, Mind Transfer, Net Wraith, Steal Life, Summon/Bind Servitor of the Outer Gods, Voorish Sign. *Keeper's note: Devlin as a net wraith cannot cast spells, since he/it has no hands with which to gesture, no spell components, etc.*

Skills: Art (Writing) 25%, Art (Cooking Spicy Foods) 70%, Computer Use 90%, Cthulhu Mythos 33%, Debate 50%, Dodge 30%, Drink Alcohol 70%, Drive Auto 50%, Electrical Repair 30%, Electronics 30%, First Aid 40%, History 70%, Library Use 70%, Listen 40%, Martial Arts 50%, Mathematics 60%, Occult 60%, Pharmacology 30%, Psychology (Armchair) 50%, Security Systems 40%, Sleep Late 90%, Snowboard 25%, Spot Hidden 40%/10%*, Swim 30%.
**myopic without glasses or contact lenses.*

Languages: Assembler 65%, C/C++ 80%, English 85%, French 60%, Glaswegian Patter 60%**, German 50%, HTML 80%, Java 80%.
***this language skill may be used to confuse, insult and harass others, and aid or hinder communications skills as the keeper chooses.*

Appearance: 6'6" tall, 180 lbs., long red-brown hair to small of back, sharp sideburns, goatee beard, bloodshot eyes, often wears granny glasses. Deceptively lean physique, pale skin with freckles, scars on knuckles. Commonly wears chisel-toe cowboy boots, jeans, and T-shirt. Not often seen during daylight. Resembles vampiric mix of John Lennon, Charles Manson, and Billy Connolly.

IAN AND NORA GILLIAN, an Ordinary Couple

Know Roll: the investigator-relative of David knows Ian is a chiropractor who loves to play golf. Nora is a sullen homemaker. The pair are friendly, but one can tell they do not get along.

Insider Knowledge: Gillian has been cheating on his wife with a Swedish aerobics instructor at his gym. Nora suspects this, but stays with him for the sake of their child.

Plot: the keeper may use Ian and Nora as cannon fodder. If Nora finds out an investigator is a private detective, she may hire him or her to spy on her husband.

Ian Gillian, age 40, Chiropractor (p. 140)

STR 15	CON 12	SIZ 15	INT 14	POW 10
DEX 12	APP 13	EDU 14	SAN 50	HP 14

Damage Bonus: +1D4.

Weapon: Fist/Punch 50%, damage 1D3+1D4

Skills: Be a Cad 60%, Credit Rating 67%, Chiropractic Skill 65%, Listen 40%, Medicine 45%, Psychology 60%.

Appearance: a middle-aged man with pattern baldness. He wears a toupee.

Nora Gillian, age 36, Homemaker

STR 08	CON 09	SIZ 15	INT 11	POW 12
DEX 10	APP 10	EDU 12	SAN 60	HP 12

Damage Bonus: +0.

Weapon: Fist/Punch 55%, damage 1D3

Skills: Homemaker 67%.

Appearance: a Reubenesque woman with dark hair that has started to gray. She is in her middle thirties. She wears drab clothing.

SAM GILLIAN, Ordinary Boy

Know Roll: the investigator-relative of David knows that Sam is a quiet boy who has a talent for drawing. Sam is very shy, and has trouble making friends.

Insider Knowledge: Sam knows about his parents' troubles. This maddens him, and thus makes him more anxious.

Plot: this is detailed through the scenario. If David is freed or killed to release the Haunter, the Haunter may try to possess Sam, as Sam is still mind-linked to it. In fact, keepers may decide to have Sam have dreams (or visions under hypnosis) where he "sees" through David's (or the current Host's) eyes, and can give vague cryptic descriptions of dark designs transpiring.

Sam Gillian, age 11, Son of Ian and Nora (p. 143)

STR 10	CON 10	SIZ 08	INT 16	POW 11
DEX 16	APP 12	EDU 08	SAN 10	HP 09

Damage Bonus: +0.

Weapons: Fist/Punch 40%, damage 1D3

Skills: Art (Drawing) 44%, Computer Use 20%, Dodge 35%, Fast Talk 25%, Sneak 38%.

Appearance: A slender small boy with big blue eyes and pale blonde hair. He wears thick glasses.

DR. WILMA GRAY, Staff Psychiatrist

Know Roll: New York doctors, especially psychiatrists, know of Dr. Gray as a respected child psychiatrist. She has published many papers in journals, and so many psychiatrists outside of NY may know of her as well.

Insider Knowledge: Dr. Gray has a special love of researching fairy tales and linking them to psychological constructs of the mind. She has recently begun to do a historical perspective on old fairy tales. Her conjectures have been frowned upon by close colleagues, so she has decided not to release the material in its present form.

Plot: This is described in detail in the scenario. If she survives Sirahk, she will likely join the investigators. She has access to rare book collections, and may prove to be a most useful ally.

Dr. Wilma Gray, age 44, Child Psychiatrist (p. 163)

STR 11	CON 13	SIZ 10	INT 15	POW 13
DEX 13	APP 16	EDU 20	SAN 60	HP 12

Damage Bonus: +0.

Weapons: Fist/Punch 30%, damage 1D3

Skills: Anthropology 45%, Archaeology 15%, Computer Use 20%, Credit Rating 80%, Cthulhu Mythos 5%, First Aid 50%, Library Use 80%, Medicine 50%, Occult 15%, Pharmacy 20%, Psychiatry 70%, Psychoanalysis 65%, Psychology 45%.

Appearance: Dr. Gray is an attractive woman in her forties. She exercises regularly in her building's gym. She has long gray hair, and blue-gray eyes. She dresses in conservative clothing.

DR. PERSEPHONE KRISTINO (a.k.a. Nitocris, Shefira Roash, Thalassa Chandler, etc.)

Know Roll: Dr. Kristino is unknown in New York. She is listed as a child psychiatrist in the practitioners handbook of Greece.

Insider Knowledge: Dr. Kristino is a Greek psychiatrist who specializes in group therapy for children and adolescents. Her special interest is trauma. Digging deeper, there are no birth or school records for this woman. (NWI has set up a false identity for her, including getting her registered in the current directory of Greek medical practitioners. It would take a trip to Greece to penetrate her cover story).

Plot: As detailed throughout the scenario. Nitocris has used the Consume Likeness spell many times to develop an array of aliases in not just name but complete physical reality. It is rumored she is trying to emulate her Lord, Nyarlathotep, by eventually having a thousand different forms.

Dr. Persephone Kristino, appears as age 31 (alias of Nitocris, the Ghoul-Queen) (p. 170)

STR 12	CON 15	SIZ 12*	INT 16	POW 28
DEX 13	APP 18*	EDU 25	SAN 0	HP 14

**varies according to the likeness she takes. However, due to vanity, she only takes a form of less than APP 16 if it is necessary in order to escape a deadly situation.*

Damage Bonus: +0.

Weapons: Fingernail Rip 60%, no damage but nails are poisoned**
Dagger 50%, damage 1D6 + poison**
.38 Automatic 75%, damage 1D10
Psychodynamic Whammy*** 80%, damage special
Circlet of Naja Haji, see the nearby text
***Kristino brews a POT 16 poison that takes effect in 10 combat rounds.*
****this ability is based on Nitocris's formidable training in and perverting of psychiatric techniques. It is similar to how Dr. Hannibal Lecter (from such novels as* Silence of the Lambs*) can perceive a person's mental vulnerabilities and toy with their minds. Nitocris needs to be able to speak with someone in a conversation for a few minutes before she is able to estimate the person's psychodynamics. Then she is able to deliver a devastating interpretation to the person, attacking the target's self-esteem and self-worth. The target loses 1D2/1D6 SAN after undergoing her psychodynamic whammy.*

Circlet of the Naja Haji: under her clothes on her left arm, Kristino wears a magical circlet wrought like an Egyptian cobra. It is made of gold, alabaster, and onyx. Once per game round, the wearer can transmit one or more magic points into the circlet and cause a living Egyptian cobra to drop to the floor or other surface beneath the circlet.

The generated Egyptian cobras are entirely normal, except that they never bite the wearer of the circlet. The smallest cobra so produced is one foot long and injects POT 2 venom. For each additional magic point sacrificed to the circlet, the cobra produced is another foot longer and two points more potent. For example, ten magic points create a cobra about ten feet long attacking with POT 20 venom. The circlet does not accept more than one magic point per round, and cannot create more than one cobra per round.

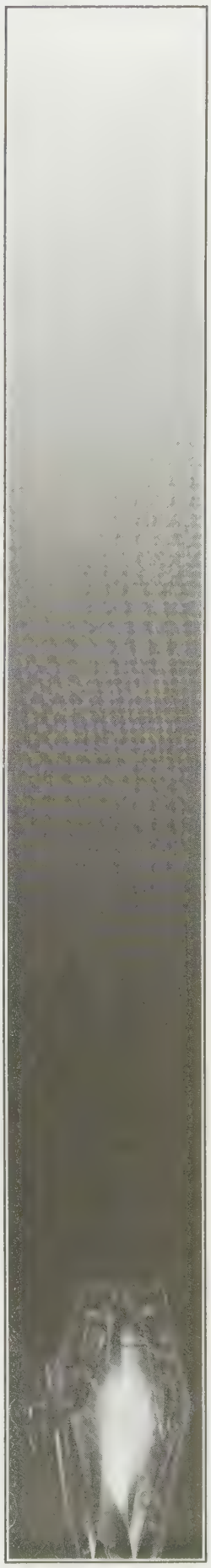
Armor: Kristino has ancient artifacts of power that grant her magical protection. They are the Crown, Girdle, and Necklace of Nitocris. When worn, each artifact provides her entire body with five points of magical protection from wound or injury. She does not wear the crown in most circumstances, as it draws attention. She keeps the necklace hidden under scarves and blouses, and the girdle is usually worn under her clothes. Therefore, she usually wears ten points of armor—if she dons the crown as well, she has fifteen points of armor. This magical armor protects only against mundane damage. If dealing with magical forces or entities, the armor provides only half protection (round up fractions). See *The Complete Masks of Nyarlathotep* for more information regarding these artifacts.

Spells: all spells in the *Call of Cthulhu* rulebook except those pertaining to the Elder Gods.

Skills: Archaeology 60%, Bargain 70%, Chemistry 10%, Computer Use 55%, Cthulhu Mythos 60%, Egyptian History 90%, Egyptology 70%, Fast Talk 90%, Hide 75%, Medicine 20%, Occult 80%, Persuade 76%, Pharmacy 60%, Propaganda 80%, Psychiatry 90%, Psychology 80%, Sneak 80%, Spot Hidden 95%.

Languages: Arabic 90%, Egyptian (Sixth Dynasty) 95%, English 80%, French 60%, German 60%, Greek 60%, Russian 60%.

Appearance: Nitocris can appear as many different individuals, having Consumed Likenesses of many people. As Nitocris the Queen, she is an exotically beautiful woman with mysterious ice-blue eyes and a lithe body. As Dr. Kristino, she appears as a taller woman, with classic Greek features, dark blonde hair, and wears thin wire glasses. Kristino dresses in dark reds and blacks. As Thalassa Chandler, she appears as a woman with straight black hair, dark green eyes, high cheekbones, and dresses in power-business clothes. She has other forms that the keeper can make up as desired.



DR. MORTIMER LASSITER, Oceanographer

Know Roll: characters with oceanographic connections and those who contact the GSO will know that Lassiter is a respected researcher who has published widely in scientific journals.

Insider Knowledge: Lassiter's interests include quantitative ecology with an emphasis on population dynamics and reproduction of marine animals. He also studies fish population dynamics and management, and predator-prey interactions. Lassiter is suspicious of most people. He had some research swiped from him during his graduate years, and since then is wary of anyone looking at his work. In his cabin he keeps a .38 automatic.

Lassiter also suffers from Grave's Disease (hypothyroidism). This gives him a bulgy eyed appearance. Any successful Medicine roll can diagnose it. He carries a bottle of thyroxin pills he takes daily for his condition.

Plot: Lassiter is an unwitting pawn for NWI. As a scientist, he cares more about the work he is doing than the means by which it is achieved. He often seems to have a glassy-stare-off-into-space look, during which he babbles about the wonders of the sea. Keepers may try to make the investigators think Lassiter is connected to the deep ones, as evidenced by his hypothyroid condition and aquatic obsessions.

Dr. Mortimer Lassiter, age 45, Professor of Oceanography (p. 151)

STR 15	CON 15	SIZ 15	INT 16	POW 10
DEX 12	APP 09	EDU 22	SAN 50	HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch 50%, damage 1D3+1D4
.38 Automatic 50%, damage 1D10
Speargun 50%, damage 1D6+2
12-Gauge Shotgun 24%, damage 4D6/2D6/1D6

Skills: Anthropology 20%, Biology 70%, Boating 60%, Cartography 67%, Chemistry 20%, Computer Use 45%, Credit Rating 60%, Electrical Repair 25%, First Aid 40%, Geology 20%, Library Use 50%, Maritime Law 15%, Navigate 59%, Oceanography 70%, Persuade 40%, Scuba 60%, Swim 60%, Zoology 45%.

Appearance: Large and slightly overweight man in his forties. His eyes are bulgy. He often stares into the water with a spaced-out look. His hairline is receding. He dresses in heavy sweaters and slacks when not in scuba gear.

JAKE LOCKHART, Journalist

Know Roll: investigators who live in Rhode Island know that Lockhart works for the *Providence Bulletin.*

Insider Knowledge: Lockhart is a bit eccentric. He seems to believe in oddball stories his colleagues dismiss as pure sensationalism. He grew up in the backwoods of New England, but dreams of the great scoop that will land him a cushy job at a major New York newspaper.

Plot: Like Cole Shack, Lockhart can be a hindrance or a help to the investigators. He shadows them whenever possible, or suggests they team up. His primary goal is to get a good story, but he will ignore bylines in order to help investigators in times of life and death. Having him turn up dead with his lungs turned inside out by a Shugoranite is a possibility.

Jake Lockhart, age 44, Journalist (p. 141)

STR 10	CON 10	SIZ 11	INT 13	POW 12
DEX 14	APP 15	EDU 14	SAN 52	HP 11

Damage Bonus: +0.

Weapon: Fist/Punch 50%, damage 1D3

Skills: Accounting 15%, Climb 62%, Computer Use 20%, Cthulhu Mythos 1%, Dodge 40%, Drive 40%, English 90%, Fast Talk 65%, Hide 43%, Law 22%, Library Use 62%, Listen 48%, Occult 10%, Psychology 48%, Sneak 77%, Spot Hidden 70%.

Appearance: Lockhart has dark gray neatly cut hair and is clean-shaven. He affects lumberjack shirts and blue jeans in the field, but a closet in his townhouse is stuffed with Armani suits.

DR. JERVIS MERKLE

Know Roll: as a new doctor to the Newport area, little is known about him.

Insider Knowledge: Merkle took this job as part of paying back his debt for medical school. He is a new doctor, but seems quite capable. He is looking for a wife.

Plot: Merkle grows suspicious of investigators talking too much about occult explanations. He may decide they need psychiatric help, and keep offering them referrals.

Dr. Jervis Merkle, age 25, Medical Doctor (p. 141)

STR 12	CON 13	SIZ 13	INT 16	POW 11
DEX 14	APP 12	EDU 16	SAN 55	HP 13

Damage Bonus: +1D4.

Weapon: Fist/Punch 50%, damage 1D3+1D4

Skills: Computer Use 20%, Credit Rating 50%, English 90%, First Aid 80%, Library Use 39%, Medicine 60%, Pharmacy 36%, Psychiatry 15%, Spot Hidden 60%.

Appearance: Merkle looks like a teenager due to his youthful face. He wears a beard to make himself look older. He dresses in suits and ties.

NWI/BLACK BROTHERHOOD AGENTS

Skill and weapon ratings with multiple listings separated by slashes apply to creeps, goons, and muscles respectively.

characteristic	*Creep*	*Goon*	*Muscle*
STR	14	15	17
CON	14	14	14
SIZ	08	14	17
INT	13	12	11
POW	11	11	11
DEX	16	13	12
EDU	12	12	08
SAN	0	0	0
HP	11	14	16
Damage Bonus:	+0	+1D4	+1D6

Weapons: Fist/Punch 40%/50%/60%, damage 1D3 + db
9mm Automatic 60%/50%/40%, damage 1D10
Knife 50%/30%/40%, damage 1D4 + db
Throwing Stars 50%/30%/40%, damage 1D3+POT 14 poison*
**the poison may be replaced with paralytic venom, mind weakening potions, etc. The Brotherhood has so many varieties of chemical weapons, the keeper can decide what effects the substances have.*

Spells: INT x1 chance of knowing an attack spell (such as Fist of Yog-Sothoth or Shrivelling).

Armor: heavy Kevlar vest (50% chance of blocking 8 points of damage).

Skills: Climb 60%, Computer Use 50%/35%/20%, Cthulhu Mythos 10%, Dodge 40%, Drive 40%, Fast Talk 40%, First Aid 55%, Hide 50%, Listen 40%, Psychology 30%, Scuba 30%, Sneak 60%, Spot Hidden 50%, Swim 55%.

Languages: English 40%, French 40%, German 40%, Spanish 40%.

Appearance: As NWI agents, they carry ID to confirm their association. As Brotherhood assassins, they carry no ID. Their appearances vary greatly, and the members include all races and creeds.

DR. MERLINDA RAITHE, Oceanographer

Know Roll: characters with some knowledge of oceanography, or those who contact the GSO, learn that Raithe is a respected academic who has published in many scientific journals.

Insider Knowledge: Raithe's current research interests include marine zooplankton ecology and deep-sea biology. She was dissuaded from publishing her odd theories of deep-sea life, for the sake of her career. One such theory is the existence of large amphibious humanoids, based on findings near the ruins of a town called Innsmouth. She owns a rare book, *The Teachings of the Esoteric Order of Dagon.* (See the sidebar on page 151 for more information.)

Plot: unlike Lassiter, she suspects the motives of NWI. She believes in the existence of the deep ones, and has done corroborating research at Miskatonic University concerning legends of these things. Although she knows the spell Contact Deep One, she has never cast it, believing it to be mumbo-jumbo people came up with when trying to explain sightings of these sea creatures. The keeper can have Raithe become an ally for the investigators.

Dr. Merlinda Raithe, age 38, Professor of Oceanography and Biological Sciences (p. 151)

STR 12	CON 12	SIZ 10	INT 18	POW 14
DEX 14	APP 15	EDU 20	SAN 67	HP 11

Damage Bonus: +0.
Weapons: Fist/Punch 50%, damage 1D3
Speargun 67%, damage 1D6+2
.22 Short Automatic 54%, damage 1D6

Spell: Contact Deep One.

Skills: Anthropology 40%, Biology 60%, Boating 40%, Chemistry 30%, Computer Use 65%, Credit Rating 60%, Cthulhu Mythos 2%, First Aid 40%, Geology 20%, Library Use 70%, Medicine 20%, Navigate 70%, Oceanography 73%, Persuade 40%, Scuba 60%, Swim 60%, Zoology 50%.

Appearance: a well-toned woman in her late thirties. She has long blonde hair and hazel eyes. She dresses in sweaters and slacks when not in scuba gear.

ZOLTAN SEBASTIAN, NWI Auditor of the GSO Project and Agent

Know Roll: nothing.

Insider Knowledge: background checks turn up a Zoltan Sebastian who is employed by NWI in its research division. No other records show that the man exists at all.

Plot: an interested party in getting the Shining Trapezohedron. Once he meets the investigators, he may try to trail them in their pursuit of the crystal. He will not try to kill the investigators until he deems he has no choice, or he has the crystal for his mistress, Thalassa Chandler.

Zoltan Sebastian, age 40, NWI representative and Black Brotherhood master assassin (p. 151)

STR 15	CON 18	SIZ 10	INT 15	POW 16
DEX 15	APP 10	EDU 14	SAN 0	HP 14

Damage Bonus: +1D4.

Weapons: Fist/Punch 80%, damage 1D3+1D4
Kick 65%, damage 1D6+1D4
.38 Revolver 80%, damage 1D10
Speargun 70%, damage 1D6+2
Throwing Stars 60%, 1D3 + POT 14 Poison*
**the poison may be substituted with paralytic venom, mind weakening potions, etc.*

Armor: heavy Kevlar vest (50% chance of blocking 8 points of damage).

Skills: Climb 60%, Computer Use 40%, Cthulhu Mythos 20%, Dodge 57%, Drive 60%, Fast Talk 70%, First Aid 65%, Hide 50%, Listen 48%, Martial Arts 40%, Persuade 85%, Psychology 40%, Scuba 47%, Sneak 63%, Spot Hidden 50%, Swim 55%.

Languages: English 70%, French 52%, German 48%, Spanish 40%.

Spells: Dominate, Dread Curse of Azathoth, Fist of Yog-Sothoth, Shrivelling, Summon/Bind Hunting Horror, Summon/Bind Shugoranite, Wave of Oblivion, and Wrack.

Appearance: Sebastian is a tall gaunt (skeletal) man with sinewy frame. He has a goatee beard, black hair, and black sunken eyes.

CAPTAIN JOHN STEVENSON, Rhode Island State Police

Know Roll: unless they have had a run-in with the Rhode Island police before, or have connections with the state police, the investigators know nothing of him. If they do, they know Stevenson is a level-headed man, and considered an honest cop.

Insider Knowledge: Stevenson has helped sanitize unusual cases featuring bizarre deaths and missing persons. He has some friendly connections with people in the FBI.

Plot: Stevenson can either greatly aid or delay the investigators. If he is presented with evidence regarding NWI and people such as Dr. Kristino, he will assist as best he can by contacting friends in the NYPD. He might even contact FBI special agents who have worked on unexplained cases.

John Stevenson, age 50, Captain, Rhode Island State Police (p. 189)

STR 14	CON 15	SIZ 14	INT 17	POW 14
DEX 13	APP 12	EDU 14	SAN 60	HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch 60%, damage 1D3+1D4
.38 Revolver 80%, damage 1D10

Skills: Bargain 45%, Climb 40%, Credit Rating 60%, Cthulhu Mythos 3%, Drive Auto 65%, Hide 60%, Law 60%, Listen 60%, Forensics (Medicine) 15%, Persuade 40%, Psychology 50%, Spot Hidden 60%.

Appearance: Stevenson is a hard looking man with a buzz cut and clean-shaven face. His eyes are haunted. He always seems to be smoking. He wears a suit and tie (and trench coat when it's wet or cold).

Creatures

CHILDREN OF SHUGORAN

Aquatic horrors, they are the spawn of another manifestation of Nyarlathotep called Shugoran. A child of Shugoran is a slimy humanoid creature, with a rough black catfish-like hide, tiny wing-like fins, webbed feet, and a long proboscis.

A child of Shugoran attacks by attaching its proboscis over a victim's mouth and nose, then sucking out the victim's lungs with a powerful inhalation, causing instant death. A victim of this attack is left with horrible purple bruises on the face, and the lungs protruding from his or her mouth as though the body had been turned inside out. A successful Dodge roll allows the target to avoid this attack.

Skill and weapon ratings with multiple listings separated by slashes apply to children #1, #2, and #3, respectively. For a picture, see page 147.

characteristic	*#1*	*#2*	*#3*
STR	20	21	19
CON	22	20	24
SIZ	15	17	13
INT	13	11	10
POW	11	12	13
DEX	19	18	17
HP	19	19	19
Damage Bonus:	+1D6	+1D6	+1D4

Weapons: Claw 35%/45%/50%, dam. 1D6 + db
Proboscis 30%/25%/30%, damage is automatic death on following round

Armor: 3 points of slime and hide.

Skills: Sneak 50%, Swim 99%.

Sanity Loss: 0/1D6 Sanity points to see a child of Shugoran.

MADAME ENDOR (a.k.a. Isis)

Know Roll, Insider Knowledge, Plot: all this is detailed in the scenario. Do not have her appear more than once.

Madame Endor, Immortal, Avatar of Isis (p. 176)

STR 31	CON 50	SIZ 10	INT 20	POW 38
DEX 20	APP 25	HP 30		

Damage Bonus: +2D6.

Weapons: Fist/Punch 70%, damage 1D3+2D6
Touch 70%, damage Soothing (removes a mortal's fighting spirit for 2D20 rounds, pacifying the victim and calming him or her into serenity; a POW versus POW roll on the Resistance Table is required to use this power against Mythos beings and other supernatural entities)

Armor: none, but regenerates 1D10 hit points per magic point expended for healing. If her hit points drop to zero or below, she is dispelled until the night of the next full moon, when she can manifest again.

Skills: Bargain 100%, Cthulhu Mythos 20%, All History 100%, All Languages 100%, Earthly Occult 100%, Act Mysteriously 100%.

Spells: all healing, protective, and Egyptian ritual magic spells, plus any others that the keeper desires.

Appearance: Madame Endor is a riveting woman, though her age is hard to guess. Her body is that of an athletic 20-year-old, but something about her eyes gives the impression of great age. She dresses in stereotypical fortune-teller clothes, with New Age doodads as jewelry. Despite trying to appear as a commoner, she moves with unearthly grace.

THE HAUNTER OF THE DARK, Avatar of Nyarlathotep

Keeper's note: this description is modified from the descriptions of the Haunter of the Dark that appear

in The Creature Companion *and* The Keeper's Companion 1.

In this form Nyarlathotep resembles a gigantic bat. Its one facial feature is a three-lobed burning eye. Thin writhing tentacles trail beneath its tattered wings as it soars through the night sky, trailing out a smoky vapor of frothing protoplasmic bubbles. This writhing, living spoor dissipates as the horror flies on, but lasts for at least a minute. The Haunter is semi-material, and can fly through solid objects, although it can also manipulate material objects if it desires to.

The Haunter has been described as possessed of all knowledge. The mi-go and the nioth-korghai worship Nyarlathotep in this form, and much of their technologies have been gleaned from the Haunter's revelations. When it came to Earth, the Haunter disseminated information to its followers. Often this knowledge promoted destruction and chaos.

MIND LINK

The Haunter can mind link with those who contact it by gazing into the Shining Trapezohedron. (See the description of the Shining Trapezohedron on pages 128–129 for more details.) Once a mind link is formed, the Haunter can track a victim wherever he or she goes. The link endures until the Haunter is dispelled or banished to its home dimension, the Shining Trapezohedron is somehow destroyed, or the mind-linked victim is bathed in the Light of Seker (see page 179). At the keeper's discretion, the link may also be severed if the linked individual loses a set number of hit points.

HAUNTER OF THE DARK

For each day the Haunter remains in our dimension, it can exert a cumulative point of POW for long distance control of a mortal who is mind-linked to it. Once a day, the Haunter can match this "exerted POW" versus the target's POW on the Resistance Table. (The Haunter's exerted POW doubles if the linked victim saw its tri-lobed eye in the Shining Trapezohedron.) If the match succeeds, the victim is drawn toward the Haunter's location. The victim unconsciously tries to go there unless he or she rolls POW x5 or less once a day, or is somehow prevented from going. A victim who resists while awake will attempt to sleepwalk to the Haunter's location, even if the daytime POW x5 roll succeeds. Of course, the Haunter may go after the victim itself if circumstances permit.

Example: *Harvey Walters the Third looks deeply into the Shining Trapezohedron, trying to fathom it, and thereby links with the Haunter and causes it to manifest. Fortunately, Harvey is able to run to a lighted place before the avatar can seize him. Fourteen days later, the Haunter can exert up to 14 points of its POW for a Resistance Table struggle intended to draw Harvey to its hiding place. If Harvey had seen its eye in the crystal, the Haunter could have exerted 14 points of POW against him after only seven days (7 x2 = 14).*

POSSESSION

The Haunter has taken the form of a man at least twice, if not more often, by possessing and merging with a human host. Once in a host body it can remain indefinitely in this dimension, and actively promote its plans to bring entropy and chaos to us all. For some esoteric reason, it requires a male host.

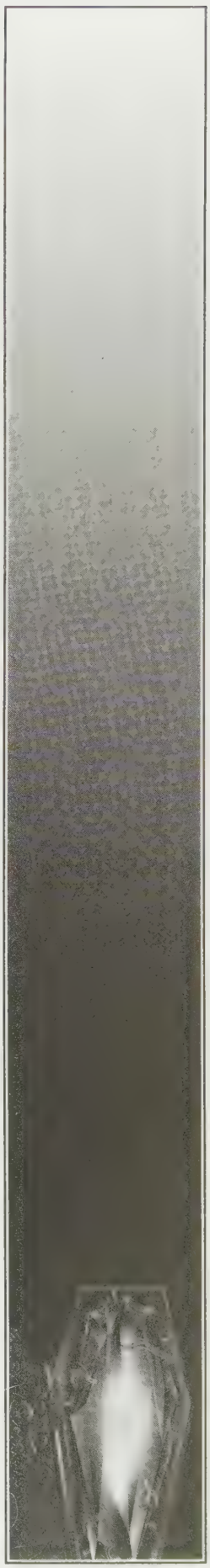
The Haunter can possess a person by matching its POW against the victim's POW on the Resistance Table, with some special rules. A roll of 96–00 always results in the prospective host dying from a fear-induced heart attack, his facial features contorted in terror, as happened to Robert Blake. A simple success (less than 96, but more than half the number needed for success) results in the victim's mind and body being unable to contain the force of the Haunter. This melts the target's brain at the rate of 1D6 INT per round, as well as inflicting 4D6 points of damage upon the victim by electrical discharge. A success at *half* the normal percentile rating or less allows the Haunter to merge with its host, and assimilate the host's mind into its own. (Since the Haunter has a POW of 100, it almost always has a 95 /2 = 47.5% chance of success, which rounds down to 47%.) Over the next few weeks the host's INT, POW, and other characteristics change as befits an avatar of Nyarlathotep. See the description of David for further details.

THE SIGHT

The Haunter of the Dark's psychic force is of such strength that ordinary humans who come near it receive a monstrous ability to see in the dark—the cursed sight-which-is-not-sight. This ability, though sometimes useful, costs a sane human 1/1D6 Sanity points, as it forces him or her into an alien perception of the universe. Even the blind have visions this way, for the ability is unrelated to the optic nerves.

LIGHT

The Haunter can endure extremely dim light, such as star shine, but in general not stronger light. Clearly, this avatar is better suited for deep space than the surface of the earth. A large flaming candle or small torch can cause one point of damage



per round if within fifty feet. A strong flashlight beam kept trained on the Haunter causes it 1D6 damage per round. Car head lights and street lamps do 3D6. Full daylight does 10D6. Steady light can thus dispel the monstrosity, but quick flashes of light such as camera flashes, lightning bolts, or flickering flames merely make it angry.

THE MOON

The one stronger light the Haunter can tolerate is moonlight. Nyarlathotep has some esoteric connection to the moon, with which many of his forms seem to be associated. Even the glow of the full moon has no effect on it. A human host of the Haunter often looks mockingly at the moon. Moonlight always takes on a sickly green cast when the Haunter or its host is nearby.

ATTACKS

In an attack, the haunter might swoop low and make a grab with a tendril. Each target within its 50-foot wingspan can be attacked by one tendril. If the avatar wishes, a tendril can deliver a fearful electrical shock burn, for 4D6 damage (ignore potential armor or electrical grounding). Each tendril can also grapple, as per the rules, and can add shock damage to any grappling damage.

If the victim survives, he or she loses 1D3 points from the highest characteristic (STR, CON, etc.) from each shock, as well as losing the hit points. Anyone caught in the semi-living trail of alien froth of the Haunter while it is flying loses 1D4–1 hit points for each round of exposure (normally assume the victim only suffers one round of exposure).

The Haunter of the Dark, Immortal Avatar of Nyarlathotep (p. 139)

STR 70	CON 45	SIZ 60	INT 86	POW 100
DEX 19	Move 30 (fly)		HP 53	

Damage Bonus: +7D6 (+4D6 for tendrils).

Weapons: Tendrils 60%, damage 4D6 electrical shock and burn
Tendril Grapple 60%, damage special (STR 15 per tendril)
Protoplasmic Trail 100%, damage 1D4–1
Possession (see above)
Mind Link 100%, damage special (see above)

Armor: 5-point skin. Impaling attacks do no extra damage. Attacks using heat, solids, electricity, or atomic radiation do no damage, unless a stream of light accompanies them. (Laser weapons, Yithian lightning guns, and mi-go electric guns inflict normal damage against it.)

Spells: all spells in the *Call of Cthulhu* rulesand more if the keeper wishes; however, the Haunter cannot employ them in the presence of light.

Sanity Loss: 1D8/3D10 Sanity points to see.

BILLY MARSH, Deep One Hybrid

Know Roll: the name "Marsh" rings bells for those who have been to Innsmouth, or who have read Cthulhu Mythos materials relating to deep ones.

Insider Knowledge: those who connect the name of Marsh with deep ones know that the Marshes are a major family of Innsmouth. Those with good government connections may have heard of Project Covenant and the Innsmouth raid of 1928.

Plot: as described in this adventure. Billy wants to be able to escape to the sea, but may also volunteer to help the investigators if they will help him accomplish his goal. He will be loath to relinquish the crystal to anyone.

Billy Marsh, age 11, Deep One Hybrid (p. 132)

STR 15	CON 17	SIZ 10	INT 11	POW 08
DEX 12	APP 02	EDU 25	SAN 0	HP 14

Move 6/12 swim

Damage Bonus: +1D4.

Weapon: Claw 30%, 1D3+1D4

Skills: Hide 60%, Listen 44%, Sneak 60%, Swim 90%, Whine 80%.

Sanity Loss: 0/1D4 Sanity points to see Billy.

Appearance: a deep one hybrid the size of a fat adolescent boy.

MR. SIRAHK, Mummified Chauffeur and Bodyguard for Dr. Kristino

Know Roll: nothing.

Insider Knowledge: someone spelling his name backwards may notice the obvious clue. Kristino, or he, can talk about his horrible medical condition that makes his skin sensitive to light (porphyria).

Plot: he emerges from his limousine only when Nitocris is in her Thalassa Chandler form. Otherwise, he stays in the shadows, her large, stealthy bodyguard. Sirahk obeys Nitocris without question. Sirahk will never try to harm Nitocris, unless magically controlled. Sirahk cannot regenerate magic points naturally. See the *Call of Cthulhu* rules for more details about mummies.

Mr. Sirahk, immortal, mummy-chauffeur (p. 170)

STR 36	CON 27	SIZ 20	INT 08	POW 15
DEX 14	Move 06	HP 24		

Damage Bonus: +2D6.

Weapons: Fist/Punch 80%, damage 1D3+2D6
Grapple 60%, damage special
Ax 55%, damage 1D8+2D6

Armor: 2 point skin (impaling weapons are useless unless severing a limb or head).

Spells: Power Drain, Shrivelling, Summon/Bind Hunting Horror.

Skills: Climb 90%, Drive 40%, Hear and Obey 99%, Hide 75%, Listen 60%, Look Menacing 100%, Sneak 75%, Stalk 40%.

Languages: Arabic 20%, Egyptian 70%, English 25%, French 20%, German 15%.

Sanity Loss: 1/1D8 Sanity points if seen in mummified form.

Appearance: Sirahk was a huge man when alive, and still looks like a tank. He was a Nubian, with African features. His skin is quite wrinkly, so he wears clothing to cloak his appearance. He generally wears a chauffeur uniform, with a large hat, sunglasses, and a muffler or false nose if appropriate.

New World Industries

Anyone even remotely acquainted with the business world has heard of New World Industries ("Bringing You the World of Tomorrow, Today!"), a privately held corporation chartered in the Commonwealth of the Bahamas. *Barron's* estimates its assets in excess of 36 billion dollars for the NATO countries. Major holdings are also inferred in Taiwan, Brazil, Paraguay, South Africa, and Iraq. NWI traces its roots to the once immensely successful New World Incorporated, a mega-corporation that collapsed in 1929, due to the stock market crash and the disappearance of its chairman, Edward Chandler.

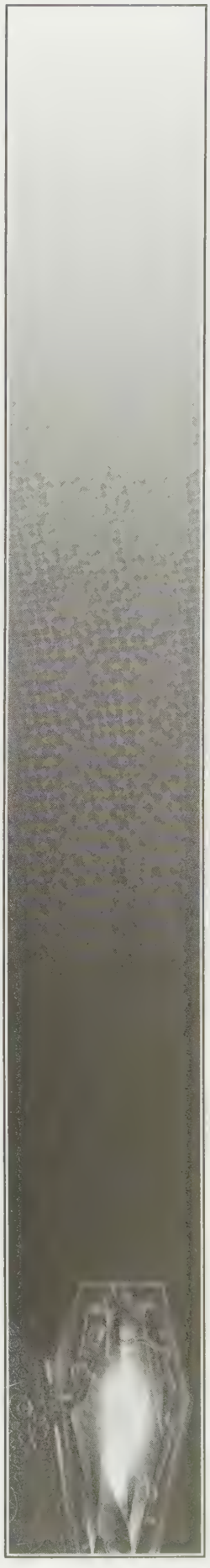
After the crash, the company appointed a new CEO, Damiana Thistle, who helped NWI scrape by in the 1930s. After the attack on Pearl Harbor in 1941, providing military weapons to the U.S. armed forces and its allies revitalized NWI. WWII left the company flush with easy money and open international markets, enabling great diversification. In the early 1950s, the corporation bought up outstanding shares and reorganized as NWI Inc., thereafter profiting greatly from investments in business machines and information processing. A Bahamian charter was granted in the late 1970s, the event marking the end of public knowledge concerning the company.

The current CEO, Thalassa Chandler, is rumored to be one of the wealthiest women in the world. She is the great granddaughter of Edward. She re-established the Chandler Foundation, originally created by Edward Chandler. It provides generous donations to charities and grants to individuals around the world.

The Truth

NWI is a Mythos-tainted multinational corporation with access to massive resources from around the earth . . . and beyond. Its agents are scattered across the globe. On the surface, NWI looks legitimate, but those who delve into its secrets uncover festering evil, growing from the seeds of vileness planted by its original founder, Edward Chandler. Investigators of such mysteries often vanish without a trace.

NWI was originally created to help finance and act as a front for the Brotherhood of the Beast (see



STUFFED ANIMALS OF DR. KRISTINO

These are animated horrors of plush fuzzy animals. They grow fangs and their eyes glow red as if on fire when they become animated. They are actually miniature golems. Although not as fearsome a visage as a Zuni fetish doll, they are just as deadly. They will automatically protect Kristino from harm, or attack those who try to search her office. (See page 215 for an illustration.)

Attacks: details should hardly be needed, but see also the *Call of Cthulhu* rules for the appropriate animal attacks.

	STR	*CON*	*SIZ*	*INT*	*DEX*	*POW*	*HP*	*DB*
teddy bear	20	08	03	05	01	14	06	+0
soft snake	20	05	04	05	01	14	05	+0
velvet bunny	05	05	01	05	01	20	03	–1D6
plush puppy	10	05	02	05	01	14	04	–1D6
calico cat	10	05	01	05	01	14	03	–1D6

Weapons: Hug 55%, damage 1D6+constriction* (teddy bear)
Squeeze 45%, damage 1D6+constriction* (soft snake)
Bite 80%, damage 1D4+poison** (velvet bunny)
Bite 60%, damage 1D4 (plush puppy)
Bite 55%, damage 1D4 (calico cat)
**damage is automatic each round after a successful attack.*
***the bunny's teeth inject a POT 14 paralytic poison that takes 4 rounds to begin working.*

Armor: to stop a doll, it must be hacked to bits. Wounds mean nothing until their stuffing is on the floor.

Skills: Dodge 75%, Hide Under Furniture 80%, Sneak 80%.

Sanity Loss: 0/1D3 Sanity points to see the stuffed animals attack.

Day of the Beast). CEO Edward Chandler was a descendent of the mad Egyptian priest Nophru-Ka who, under the guidance of the evil Baron Hauptmann and the sinister Lang-Fu, planned to turn over the earth to the forces of the Mythos. It was through the luck and bravery of a few investigators in 1929 that the terrible three were destroyed by the very forces they aroused. The death of Edward Chandler was a catalyst toward the stock market crash and the Great Depression that followed.

As mentioned in the history of the Shining Trapezohedron, the diabolical Ghoul Queen Nitocris decided to use the remnants of the company to rebuild the Brotherhood of the Beast as well as the Black Brotherhood. Nitocris slowly adapted the Brotherhood of the Black Pharaoh into an international organization of spies, assassins, and thieves. NWI became the tool to allow the Black Brotherhood to flourish in North America. In building the company, she traveled throughout Europe and established bases for the acquisition of power and money, as well as sites for the worship of her despicable gods. She has been the CEO of NWI since then, although under different names and forms, currently Thalassa Chandler.

In 1934, Nitocris felt the return of the Haunter. In its fleshy shell that once housed the soul of Ambrose Dexter, it helped direct Nitocris in financial and political dealings to prevent NWI from going under. By World War II, Dexter drafted plans for various unique weapons and materials for war that NWI would patent. This began the company's meteoric rise back into the black, as well as its start in illegal arms trading. Dexter's technology became the hidden cause behind border wars, military actions, and political assassinations. NWI often secretly supplied weapons to both sides of conflicts.

In 1951, Dexter vanished to fulfill some private plots of his own. In the 1970s, Nitocris found out through her sources that the host of her lord was slain.

During her wait for the Haunter's return, Nitocris has sent the tentacles of the Black Brotherhood to crisscross the globe. Powerful sorcerers have joined her sinister cabal. Among the board of directors are captains of industry, military generals, terrorist leaders, Nobel prize-winning scientists, and more, all loyal to the Crawling Chaos.

Most employees of NWI are unaware of the inner workings of the company. Those who do find out are quickly eliminated.

Resources

The head office is located in Nassau, the capital of the Bahamas, on the island of New Providence, renowned for its lush flowers, gentle trade breezes, and superb sandy beaches. NWI chose this location to operate in secrecy away from the public eye. Remote islands were perfect sites to conduct the foul rituals to the Great Old Ones. Through a puppet company called Royale Entertainment, NWI maintains a large opulent hotel and massive casino named The Devil's Playground.

The original NWI Tower in Chicago is the corporation's U.S. main office. The top three floors are the private quarters of Thalassa Chandler. NWI has various sites in most major cities around the world.

In its business operations, NWI mostly seems to be into munitions, shipbuilding, mining, and computer technology. They have recently begun a contract with NASA to develop space technology. The Chandler Foundation has proposed starting youth camps for homeless kids, to help get them off the streets and back into society. Such projects serve to strengthen the Black Brotherhood, and prepare for the End Times.

NWI does not like to be directly linked to illegal operations. It uses a vast network of puppet corporations and business subsidiaries to confound those curious about their operations. These include Larson Pharmaceuticals, Rothmersholm Ltd., Dawn Biozyme, Cyclopean Citadels, Royale Entertainment, Future Horizons, Chantraine Enterprises, NeoTekio Inc., DeVeers Diamonds, and many, many, more.

THE BLACK BROTHERHOOD

The Black Brotherhood is at the core of NWI. Nitocris commanded them before she died, and has now resumed control. During her sleep in the realm of death, the Brotherhood underwent changes and for a time reorganized as the cult of the Assassins. This was during the Crusades, when they were led by the Old Man of the Mountains, Sheikh al-Jebal. The Old Man would one day be known as Omar Shakti, High Priest of the Brotherhood of the Black Pharaoh (see *The Complete Masks of Nyarlathotep*). The power of the cult was so great that neither Saracen nor Crusader dared touch the sheikh. The term *assassin* comes from the word *hashshashin,* memorializing that the cultists regularly used cannabis in their training. The Sheikh would recruit men by offering them eternal life, dope them, then take them to a secret garden where they would be fed like kings, given women, and so on. Believing in the power of the Old Man to grant paradise, many became *fedais,* the faithful ones. They were trained in the secret ways of murder and the use of poisons. Eventually all members were inducted into the worship of the Crawling Chaos.

The modern Black Brotherhood is a society of assassins. They are fanatically loyal to Nitocris, whom they follow under her alias of Shefira Roash. Below her are various coordinators for every continent and major power. The U.S. coordinator is Army

general Wilfred Benson. The agents are fanatics, happy to die in the service of their masters, believing they will be rewarded after death. Agents kill themselves with rare, hard to detect poisons when they fail a mission. Many assassins have access to NWI's crooked plastic surgeons, document forgers, and other identity-altering professionals.

Agents smuggle illegal weapons, act as military advisors, train people in the arts of torture, and so on. Having had experience with helping to form terrorist organizations such as the Sons of the Tiger back in the 1920s, the organization has continued the tradition, thus becoming directly and indirectly responsible for many atrocious crimes against humanity.

The Brotherhood has some ties with organized crime, and sometimes uses agents of the Mafia or the Yakuza to do their dirty work.

Often, the Black Brotherhood may trace targets to see who else may know about their operations. Some targets are eliminated outright. Others are slowly erased from existence. Employing computer hackers, the Brotherhood can purge a person's credit cards, financial history, birth certificates, school records, and other personal information. Planting illicit drugs on the target, or in the target's home, makes it easy for corrupt local authorities to make an arrest or confiscate property. People close to the target may be killed or coerced into non-cooperation with the individual.

Many of the poisons and chemical weapons the Brotherhood uses are manufactured by Chantraine Enterprises, the multi-billion dollar company responsible for fashion and fragrances famous around the globe. Most people have seen the artsy TV ads for perfumes such as Chantraine #5 and Enchantment by Chantraine. Using the research facilities and industrial equipment of the company, many exotic poisons and mind-altering pheromone compounds (see next section) have been tested and produced.

Anne Chantraine is one of the few Lords of the Silver Twilight (see *Shadows of Yog-Sothoth*) to have escaped the disastrous failure to raise R'lyeh. She returned to her native France. She met Nitocris in Paris during the time the Ghoul-Queen was studying the theories of Lacan, the psychoanalyst. Nitocris helped Chantraine come up with the idea of the company from noting the success of Coco Chanel, deciding this market was ripe for Mythos exploitation. Chantraine joined forces with Nitocris. She became a silent partner of NWI, in exchange for access to the services of the Black Brotherhood and certain magical resources, such as ways to hasten the rising of R'lyeh. Chantraine has used the spell Steal Life to remain young, but has altered her appearance slightly by magic to continue running the company in the guise of a fictitious grandniece, Desiré Chantraine.

SPECIAL PROJECTS

NWI has been researching ways to harness the powers inherent in the milk of Shub-Niggurath. This includes a variety of applications, such as developing biological weapons, enhancing human capabilities, creating new servitor races for the Mythos, and tainting food supplies. One major area is the production of substances that can influence and control minds. Work is currently progressing with experimentation on the milk of Shub-Niggurath at Dawn Biozyme and Rothmersholm Ltd., under the leadership of an ambitious shoggoth lord, Albert Shiny (see *The Creature Companion* and *At Your Door*). The next stage in this project will be handled by Anne Chantraine, who plans to market certain mind-altering fragrances in small remote towns and the proposed NWI youth camps. If it succeeds, NWI may be able to influence the world with brainwashing pheromones.

Nitocris has kept alive the dreams of Edward Chandler, Lang-Fu, and Hauptmann. The Beast is being tended, and will be set loose soon, when the Dark Messiah proclaims his dismal prophecies.

NWI also sponsors numerous archaeological digs. This is done to collect as many Mythos artifacts as possible.

NWI has a contract with NASA to produce certain mechanisms and instruments for satellites. NWI has two satellites of its own, one for weather and the other for communications. Oddly, these satellites seem to cross over certain sections of the Pacific Ocean quite regularly.

Youth camps to indoctrinate children and adolescents into Mythos-minded thinking are also being developed. One is set up to start soon near Samson, California.

Dealing with NWI

Once investigators begin to be noticed by the forces of the evil corporation, they are in deadly peril. NWI has enormous resources, and is a formidable enemy. Investigators may have to go into hiding once the Black Brotherhood is on their trail. To get help, investigators might try to involve government agencies, turning over evidence of NWI's mass corruption and involvement in illegal activities, in return for entering witness relocation programs. Perhaps the investigators may flee the country, then re-enter under new identities. Investigators lacking powerful weapons and magic may still end up dead. ■

APPENDICES

Additional information and suggestions for keepers.

01. Running a Campaign

Though each scenario can be played on its own, the three also can be linked through various means to create ongoing adventures. Elements in them, such as the numerous non-player characters, also can represent starting points for further exploits.

These characters were designed to be recurrent connections for investigators on many levels. They can be used to help research areas, to become deadly foes, or be among those to introduce players to new scenarios of the keeper's devising. Having a regular cast of peripheral characters helps add to the drama of *Cthulhu* scenarios, since all of them will grow and develop with time. This richness is only helped by the New York settings. Here are some connections and springboards for adventures.

- The underworld of the city, as well as the fringe elements of Goth and S&M.
- Law enforcement contacts with the FBI, police, and perhaps DEA and CDC, with possible future bizarre cases to explore.
- Occult circles via Simon Magnus, with possible vampire-hunting adventures.
- The ISP can provide information and adventures into the paranormal, including investigating hauntings, psychic powers, prophecies, and so on.
- Investigators who discover Morton's hyperdimensional nature in the "Wild Hunt" scenario may go to the ISP to consult Dr. Barrett, noted physicist and parapsychologist.
- It is possible that the NYC Order of the Sword of St Jerome may become involved with the investigators by taking an active role in searching for the presumed vampire in the "Wild Hunt" scenario. If the investigators have some connections with them before the "Coming of Age" scenario, the Order may assist them in battling what they perceive to be demonic possession, the Antichrist, and a cult of Satanists (NWI).
- GSO can be a link to many underwater resources and excursions into the unknown. Perhaps Dr. Raithe has finally convinced a granting agency to fund her submarine expedition to Devil's Reef.
- Psychiatry contacts abound within the scenarios. Some of these doctors have links with rare book collections as part of their psychodynamic research. They are also useful for looking after Sanity-blasted investigators. Perhaps they may eventually go on an investigation of their own.
- If David is freed from the Haunter, he can supply omens and prophecies concerning the apocalyptic designs of the Mythos.

An element sometimes overlooked in campaigns is the creation of family backgrounds to help flesh out the investigators. Some scenarios start off with a cousin or other unknown relative dying and leaving an investigator their haunted mansion. Is it not more of a hook to find one's spouse kidnapped by an archenemy? Not being able to make it to their son's wedding because an investigator had to go to Dunwich to stop a coven of witches? And so on. Players often try not to have any ties, so that they can't be used against them by the keeper. Such players are missing the point of the game, which is not that the keeper is out to destroy them, but that the keeper is trying to provide an entertaining adventure. Things never strike as hard as they strike at home.

If investigators decide not to have blood relatives, the keeper can have non-player characters become close friends over time. For example, David originally may be a youth encountered at the squat at which Gregor the Goth hangs out. If David aids the investigators, he eventually may become a ward of one of them. Later, he may help provide clues that some of his former street friends have vanished

after accepting invitations from mysterious men, who are actually Templar procurers, for their rites at the Morningstar Temple. After David has become a familiar, entrenched character, launching the scenario where he becomes a host to the Haunter of the Dark has much greater impact.

Several Mythos elements can glue together the three main scenarios.

- The tome *Ye Naked Truths* can be placed in any scenario. The resulting initial consequences for the Afflicted were written with the idea of combining them with other scenarios. Thus it can be a recurrent and continuing thread for the investigators. If the Bringers of the Sacred Light cult is started, it will become a menace unto itself, and further adventures will be required to extinguish it.

- Morton may escape to carry on more deviltry. He may begin his quest for mystical gemstones to create more potent gateways to Tindalos. He recruits others like Gregor to begin a cult of followers he names the Sons of Fenris. He will eventually try to relocate to Bermuda, where the dimensional barriers are weaker (see the Chaosium supplement *The Bermuda Triangle*).

- Even if Morton is destroyed, perhaps his crystal remains slowly regenerate, reforming a weakened version of the hybrid. Escape from a secret federal laboratory may be in order, leaving numerous dead scientists. This may prompt a new hunt for the mad alchemist.

- Morton knows of the legends of the Shining Trapezohedron mentioned in some of his alchemical texts. Such an artifact, a crystal of pure interdimensional energies, would become an obsession for him. He could use it to enhance his own Crystal Keys to plunge entire cities, or more, into the Gate to Tindalos. It is even possible he will offer to combine forces with the investigators to oppose Nitocris with this secret agenda in mind. His excuse will be that he wants to keep humanity alive to feed his masters, and not allow the earth to be devastated by the Great Old Ones. Investigators facing the wrath of the Haunter and Nitocris may not be too picky about having Morton tag along. Of course, they may have to lose Sanity points while he snacks on humans to sustain himself—if they do nothing about it.

- The ISP may investigate Morton's "vampire killings" and the strange circumstances surrounding the destruction of Camp Nar-Aqua. In addition, Simon Magnus may have connections with the ISP.

- Dr. Knightsbridge will always be on the lookout to acquire any Mythos knowledge to increase his powers. He may become a friendly ally to the investigators, waiting for the time he can kill them all and take anything valuable from them. He can also call upon the Black Brotherhood, which still has ties with the Templars.

- New World Industries itself is a major threat. Its influence is worldwide, and it is run by powerful individuals who command vast mystic, political, and financial resources. Although NWI figures prominently in "Coming of Age," the keeper has been provided strands that can be strengthened to lead to NWI in other scenarios. Many loose ends are left for the keeper, including the weather satellites. How many are there? Are they being aligned in geosynchronous orbit over different areas of the world? A new meaning to the term Star Wars? Of course, if NWI realizes someone has cracked into their satellite systems, they will attempt to trace the culprits and send out the troops to deal with the interlopers. Keepers who own a copy of *At Your Door* can easily connect that campaign to the machinations uncovered in "Coming of Age."

02. Adaptations for Delta Green

Delta Green is a modern-day sourcebook published by Pagan Publishing. It contains information on blending government conspiracies, alien manipulations, the rise of the Fourth Reich, organized crime run by sorcerers, and more, into the ancient horrors of the Cthulhu Mythos.

Delta Green is the name of an outlaw conspiracy that operates within the U. S. government, fighting a clandestine, unauthorized, and highly dangerous rear guard action against the forces of darkness.

The following are brief suggestions for having both DG and non-DG characters interact in the scenarios.

The Wild Hunt

The world of the "Wild Hunt" scenario differs in a few ways from that of *Delta Green.* The individual keeper must decide how he or she wishes to tailor the individual games. One key difference mentioned in *Delta Green: Countdown* is that James Morton supposedly died in a car accident in 1930, a year after publishing a preliminary article on the blue ichor. This scenario proposes that he did not write the article (as he did not wish to share any secrets of his "Azoth"), and that the death report of James Morton was for another individual of that name. Alternatively, the keeper can decide that Morton did publish the article, then resigned his job shortly after. The report in *Delta Green: Countdown* contains a slight error stating Morton lived in California. Therefore, the scenario assumes the death of another individual with the same name occurred in a motor vehicle accident in California, while the hybrid Tindalosian Morton vanished around the same time in New York. The medical examiner made a slight mistake—after all, information nearly seventy years old can sometimes be faulty. During the research on the blue ichor, the keeper has the option of using the analysis of the Pittsburgh toxic gel as an additional handout. Routes of investigation into that case are left to the individual keeper.

DELTA GREEN

Dr. Blake Conrad is a member of DG, code named Agent William. His act as a skeptic is a cover. He was recruited by Joseph Camp twenty years ago. Add Cthulhu Mythos 20% to his skills, and subtract 10 Sanity points from his total. Due to the bizarre nature of the murder cases, Conrad could:

- Call in DG agents and/or friendlies from the start to be part of the task force.
- Observe non-DG agents of the task force for possible future admission to Delta Green.
- Try to arrange that the person(s) are part of DG if/when other agencies get involved (the DEA and CDC).

THE FATE

Morton's murderous escapades may also involve the Network in numerous ways.

The trail of Gothic investigations can lead to Club Apocalypse. Goths hang out there as much as at the Katakomb.

The Fate will frown upon a new designer drug on the streets, especially if they haven't authorized it, and especially if it is toxic. They may think at first that Tong Shugoran/White Shadows are behind a new supply of superreverb, and this may spark off some reprisals.

Stephen Alzis may have some adepts combing the streets to learn more of Morton. Alzis has no problem with wholesale murder. However, he may object to the massacre of the ravers, as some of them may be minor hirelings of the crime cartel. On the other hand, Nyarlathotep has friendly connections with Tindalosians, and so it may be a *faux pas* to interfere with the Wild Hunt. On yet another hand (the guy has lots of hands), Alzis has never been known to back down from anything, and would not like to see those he has promised to protect killed by anyone, except himself.

TIGER TRANSIT

Once the word hits the streets that a drug like reverb is being distributed, Tong Shugoran goes into overdrive to find the culprits. The reason is twofold—it's cutting in on their market, and they want to learn how this new drug is being made.

If reverb is being sold in New York with the permission of Alzis, then there will be a lot of bloodshed if Morton has finished his Key. Anyone using reverb in the area of effect of the Key will have to make a Luck roll, or they start to see the Tindalosian dimension.

Morton will also be able to detect anyone in the city who is using reverb, and use that mind as a focus to step to, increasing his range to anywhere in the city.

The Hound of Tindalos hanging about Chicago will sense Morton's awakening. The use of potent para-kete by humans may attract it to New York as well. If the investigators are having an easy time of the Wild Hunt, allow this critter to join forces with its half-breed pack brother.

THE KAROTECHIA

If Gregor or Morton survive or escape, they may start up a cult called the Sons of Fenris. This group has the trappings of neo-Nazism and nihilism, with symbols of Norse mythology. Fenris is the central image. Most members are sociopathic dregs of society, with king-sized suicidal and homicidal urges. They will either get volunteers, or use homeless people (or others they can kidnap) in a monthly ritual to use the drug Liao and feed a soul to a pack brother of Fenris. Although there are no true links to the Karotechia at first, the Karotechia may hear of this group and try to have them join the Fourth Reich conspiracy. DG operatives who have tangled with the Karotechia may think this group is connected to the neo-Nazis as well.

MJ-12

When the blue ichor is finally analyzed, news of its properties will likely come to the ears of MJ-12. The presence of a possible Extraterrestrial Biological Entity may have agents covertly scouring the city to apprehend Morton for scientific study. One of the task force members can be an undercover MJ-12 agent.

PHENOM-X

They will want to cover the story. Does Cole Shack work for them? Who could turn down a vampire scoop?

The Truth Shall Set You Free

Anyone can be the Afflicted, including a Delta Green agent. Such an agent may be dismissed from service, put away somewhere, or sanctioned if he seems to be going mad.

THE BRINGERS OF THE SACRED LIGHT

The cult continues to grow after the Afflicted, or a disciple, begins it. Its presence is associated with outbreaks of contagious madness, as well as the occasional Plague of Eyes. Such events will be bizarre enough to have DG agents dispatched for a "Night at the Opera."

NWI INVOLVEMENT

Once the cult starts rolling, an option for the keeper is to have it backed by NWI to make sure the movement is used to promote insanity. It is possible Delta Green agents are vaguely aware of the international organization's myriad activities. This should be enough incentive to launch an investigation.

Coming of Age

The world of "Coming of Age" has a few different aspects from that of *Delta Green,* and thus the individual keeper must choose how to tailor his or her individual games. A key difference is that a reference in *The Fate* supplement implies that Nitocris was destroyed in 1926. In this setting, Nitocris survived or was resurrected, and began the establishment of a worldwide network of terror. Omar Shakti stayed as the head of the Egyptian interests of NWI and the Brotherhood.

According to Delta Green lore, Omar moved to join Stephen Alzis as a member of the Fate in the mid-1930s. Nitocris did not go to serve this avatar directly, as she knew her destiny was aligned with Nyarlathotep's other avatar, the Haunter. She helped finance and develop the beginnings of Whole Earth Enterprises, which has many links to NWI. Nitocris respects and honors Alzis as much as Shakti does, but for her the authority of the Haunter supercedes Alzis. Now why should two avatars of Nyarlathotep not be in sync? Ask again, why should they be, when chaos is their essence? Of course, keepers may have also decided that Alzis is not an avatar of Nyarlathotep at all, as the supplement gives other suggestions for what he could be.

THE CHOSEN INVESTIGATOR

The relative of David can be a DG friendly, who often have family connections (unlike agents). This character can be turned into a non-player character if the keeper wishes. However, DG and civilian player characters can end up working together in this adventure. Perhaps the civilians become DG friendlies along the way.

DELTA GREEN FRIENDLY

Captain Stevenson has worked with Delta Green before. The freak storm is enough to get him to bring in agents. Deep one evidence gets him even more eager to call for help. If Delta Green has information on Tong Shugoran, the descriptions of black scuba divers might alert them to these creatures' involvement.

DEEP ONES

Delta Green has a group of hacker operatives who monitor various law enforcement activities across the country for anything bizarre. Once Stevenson puts in a report concerning a frog-creature carving, weird flipper tracks, and the name Marsh, a program will pick up the connections to deep one factors. Delta Green will likely send off some agents to see what is up.

NWI

As mentioned before, Delta Green has some information indicating that NWI is not just an international industry, but an organization with some unknown dark agenda. Federal agent Chun-te Wu was about to provide the goods on Thalassa Chandler, but a funny thing happened on the way to his contact—a dimensional shambler gave the stoolie a detour into oblivion.

If DG is already at the site, seeing NWI agents may tip them off that something is foul.

DG may get involved if they find there is an unknown source of radioactivity in the bay. This info may come from hackers tapping into NWI satellites. An investigation into NWI satellites may be the source of more interesting adventures.

If this scenario will lead into the *At Your Door* campaign, David may eventually be taken to Samson to be groomed, rather than Egypt. This, of course, will happen after the earthquake that begins the conversion of Samson and its environs into a Mythos controlled area. Having David confront Alex, the saintly child, may make an interesting adventure. (Of course, it may also be a short one, since Alex has no powers except a SAN of 99!)

DEXTER

If DG learns of Dexter, the agents will have more access to the intelligence files on his evil plans. Anyone researching Dexter might alert Delta Green or other more unfriendly organizations. The name alone may set off alarms in various government agencies, including MJ-12. Agency databases that are searched for information on Dexter may have a special meta-tag connected to that information that automatically alerts interested parties. MJ-12 has a file on Dexter from 1949–1951 when he helped develop some nuclear devices for them. The same goes for PISCES, since MI6 helped put down the not-so-good Doctor, and they have a special link to databases in North America, via the extraterrestrial technology of the shans.

THE FATE

This assumes Stephen Alzis is an avatar of Nyarlathotep. Although he is not sure why he is here, Alzis is pretty sure he is a catalyst for the End Times. Exactly how this will play out, he does not know. In fact, this has given him an unquenchable thirst for self-knowledge. The Haunter of the Dark is another avatar of the Crawling Chaos, whose embodied will possesses all knowledge, to be dispensed to promote acts of destruction to bring about the End Times. Having two avatars of Nyarlathotep in the same city brings up some options.

- Alzis will join with David, as David possesses the knowledge Alzis has sought for ages. David may wait a few decades to inform Alzis of his ultimate purpose. Alzis will take steps to protect David, and go into a rage if he is destroyed.

- Alzis seems to be partially disconnected from the overall knowledge of the plans of the Outer Gods. This results in major resentment and antagonism towards the Haunter. A power struggle for the control of the Fate and NWI may ensue, resulting in many reprisals and attacks. Who knows if Hubert will use this as a chance to advance in power, or on which side Emir Agdesh (Omar Shakti) and Nitocris will eventually end up? The potential for major mayhem and destruction should inspire keepers with ideas for many scenarios.

- Alzis doesn't care one way or the other, and neither does David. Both are working in the grand scheme of the Crawling Chaos, and their paths are separate.

PHENOM-X

They will want to cover the story of the destroyed camp, "Freak Weather Kills 50!" and perhaps "Ghostly Scuba Diver Stalks the Bay!" ■

Acknowledgments and References

Although I have noted my major sources in the adventures, I'll go over them again with other materials that helped shape this book. This includes films and television shows (F), Mythos tales and other literature (L), and gaming supplements (G). Here are three useful general references.

- Herber, Keith, et al. *Keeper's Compendium.* Chaosium Inc., 1993. (G) Now o.p., but somewhat revised and incorporated into the *Companion*, the next book below
- Herber, Keith, et al. *Keeper's Companion 1.* Chaosium Inc., 2000. (G)
- Harms, Daniel. *The Encyclopedia Cthulhiana, 2nd ed.* Chaosium Inc., 1998. (L/G)

The Wild Hunt

KOLCHAK

Although the adventures of the intrepid reporter Kolchak appeared in only two TV movies and a twenty episode series, they achieved cult status. The television series influenced Chris Carter's creation of the *X-Files,* and it is still seen in reruns today across the world. The concept was originated by Jeff Rice, Richard Matheson, Dan Curtis, and of course, Darren McGavin.

- *The Night Stalker.* 1971. (F)
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VAMPIRES

Although influenced by numerous sources, in addition to the Kolchak material I predominantly used the following:

- Melton, J. Gordon, ed. *The Vampire Book: The Encyclopedia of the Undead, 2nd ed.* Visible Ink, 1994. (L)
- *The Hunger.* 1983. (F)

TINDALOSIANS

The hounds of Tindalos are my favorite monsters of the Mythos. I am not sure if it's the mystery of the name Tindalos, the resonance with Arthur Conan Doyle's famous story, or that I'm a dog-lover (even though I go on at length that these beings are not just bad-tempered pooches).

- Aniolowski, Scott David. "The Sundial of Amen-Tet." From *Lurking Fears.* Triad Entertainments, 1990. (G)
- Hallett, David. "Lord of the Dance." From *Dark Designs.* Chaosium Inc., 1991. (G)
- Long, Frank Belknap. "The Hounds of Tindalos." The Popular Fiction Publishing Company, 1929. (L)
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- Schmid, Justin. *The Bermuda Triangle.* Chaosium Inc., 1998. (G)
- Zelazny, Roger. *The Changing Land.* Underwood Miller, 1981. (L)

STRANGE GEMS

Weird crystals and diabolical diamonds have often been a focus for Mythos activity.

- Behrendt, Fred. "Mansion of Madness." From *Mansions of Madness.* Chaosium Inc., 1990. (G)
- Howard, Robert E. "The Fire of Asshurbanipal." The Popular Fiction Publishing Company, 1936. (L)
- Tynes, Justin. "The King of Shreds and Patches." From *Strange Aeons.* Chaosium Inc., 1995. (G)
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The Truth Shall Set You Free

DAOLOTH

- Campbell, Ramsey. "The Render of the Veils." From *The Inhabitant of the Lake.* Arkham House, 1964. (L)

WHEN DOES REALITY END AND FANTASY BEGIN?

Philip K. Dick weaves tales that leave one wondering what is the truth and what is the illusion. The film *Night of the Demon* also plays upon this concept. Umberto Eco's work (see the next page) also touches on this concept at times: that which starts as fantasy becomes real. Let us not forget the story "The Turn of the Screw," where this idea is handled expertly in terms of what is supernatural and what is madness (this story was later made into the film *The Innocents*).

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- Dick, Philip K. *Valis.* Bantam, 1981. (L)
- *Night of the Demon.* 1958. (F)
- *The Innocents.* 1961. (F)

THE PARANORMAL

The scenario has major influences from M. R. James's and Richard Matheson's spooky tales.

- James, M. R. "The Casting of the Runes." From *Best Ghost Stories of M.R. James.* World Publishing Company, 1944. (L)
- James, M. R. "Count Magnus." From *Best Ghost Stories of M.R. James.* World Publishing Company, 1944. (L)
- Matheson, Richard. *Hell House.* Viking Press, 1971. (L)

TEMPLARS, THE ORDER OF THE SWORD OF SAINT JEROME, AND EVIL TOMES

I would put each in a separate category, except that the source materials overlap all the topics—it makes sense when dealing with vast conspiracies.

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Coming of Age

THE HAUNTER AND THE SHINING TRAPEZOHEDRON

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- Lovecraft, H. P. "The Haunter of the Dark." The Popular Fiction Publishing Company, 1935. (L)

NYARLATHOTEP'S MACHINATIONS

He's here, he's there, he's everywhere . . . so beware.

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- *Damien: Omen II.* 1978. (F)
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- *Rosemary's Baby.* 1968. (F)
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INTERNET EVIL

The Starry Wisdom Homepage was inspired by:

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ODDS AND ENDS

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DELTA GREEN

Amazingly well done sourcebooks for present day Mythos evil, crossed with the paranoid themes of government cover-ups, gray aliens, the Fourth Reich, and more.

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HANDOUTS

A compilation of player aids. Permission granted to copy for personal use.

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VICTIM INFORMATION

Victim #1: Wendy Hughes

Age: 27
Height: 5'4" Weight: 120 lbs.
Hair: blonde Eyes: blue
Physique: ectomorph Medical Conditions: none known
Marital Status: married to John Hughes
Children: daughter, Susan, age 6
Residence: condominium in West Village
Profession: computer graphic designer; employed by Future Visions, a large advertising company
Enemies: none known Criminal Record: none
Hobbies: fencing, painting
Personality: described as fun, energetic, creative, well liked
Location of Body: Hob's Court Park; was on her way home from working late
Religion: Episcopalian

Victim #2: Lori Atkinson

Age: 22
Height: 5'6" Weight: 133 lbs.
Hair: brunette Eyes: brown
Physique: ectomorph Medical Conditions: asthma
Marital Status: single
Children: none
Residence: dormitory; lived with roommate Kate Rowlins
Profession: university student; working on M.A. in archaeology; thesis involved translations of ancient Sumerian tablets
Enemies: none known Criminal Record: none
Hobbies: karate (brown belt)
Personality: described as bubbly, extremely likable, strong willed
Location of Body: alley leading off of W. Houston Street, between W. Broadway and Wooster Street; was coming home from a basketball game with Kate Rowlins
Religion: New Age

Order of the Vampyre

This order is part of the Temple of Set, a religious institution dedicated to and consecrated by Set, an ancient Egyptian god who was later adapted into the Judeo-Christian concept of Satan. The temple was founded in 1975 by the Church of Satan (founded in 1966). It is a strict and ethical law-abiding institution. The order's goal is to identify and understand human desires, to extremes, which have been suppressed by the mind's fear. Members refer to themselves as vampires. It has levels of admission, international membership, publishes a newsletter, *Nightwing*, and a journal, *The Vampyre Papers*. Its main office is in San Francisco.

The chant to activate the diamonds goes as follows:

Oh-Wa-T'eh
Nuh'msk
Ollyam

Said over and over again, the chant keeps the diamonds activated.

Wild Hunt Papers #6

Countess Elisabeth Bathory

Born in Hungary in 1560, Countess Elizabeth Bathory perpetrated incredible cruelties upon peasant girls. She lived in Csejthe Castle. She became the known as the "Blood Countess."

Elizabeth Bathory was once a woman of exceptional beauty. As she aged and her beauty waned, she tried to conceal the decline through cosmetics and the most expensive of clothes. But these would not cover the ever-spreading wrinkles. Legend has it that one day she slapped a servant girl so hard that blood spurted from her nose and splashed against the Countess's face. Looking in a mirror, Bathory observed that her skin had lost its lines of age. Bathory embarked on a reign of terror. She had her torturers kidnap beautiful young virgins, slash them with knives, and collect their blood in a large vat. Then the Countess would bathe in the virgins' blood. When she emerged from the blood, she had seemingly regained her youth and radiance.

The Countess became so notorious that her crimes could no longer be concealed. The local royalty finally put a stop to her madness by seizing her castle. She was found to be criminally insane and was walled up within a room of Csejthe Castle.

Wild Hunt Papers #9

Quentin Collins' Statement

"We were walking to her place when a horrible decomposing rot—I think that is the best description—breezed over us. I held my dinner down, but poor Wilma doubled over and vomited. I was suddenly shoved from behind by a powerful blow, and was hurled into the side of a building. I twisted up in pain, and I saw—him. He was dressed in a black trench coat and wide-brimmed hat. His features were hidden by the hat and upturned collar. He had lifted up Wilma with one hand. He then walked into the alley with her, but as he walked it was if his shape rippled—dark ripples swimming over him. He was moving as if twisting, or swirling . . . bending. I—well, this sounds fantastic—but I glimpsed his face . . . if it was a face. It appeared to be a giant set of jaws—wolflike. That's right—no eyes—no nose—just fangs! Fangs. . . . Poor Wilma. . . . I passed out. When next I awoke, I was in the hospital, getting this cast. The doctors say I only have a slim chance of walking again. You get this bastard—you get him good."

Wild Hunt Papers #4

Horace Cobb's Statement

"I was lyin' in a nice cozy blanket in the park. I was propped up behind some statue or other, to block the wind. It was a cool night, y'know. I was drinking my hooch whens I sees this pretty young girlie walking down the street near the park. I was drinkin' a bit too much, so I couldn't even whistle at her. Thens I smell this horrible stench, like that outta a slaughterhouse—it reeked of death, I tells ya! I began puking. Whens looking through the tears running out my eyes I sees all this mist forming, and I notice this man in a dark long trench coat and broad-brimmed hat. His back was turned to me. He, like, seemed to come out of nowhere! He grabbed the girl and picked her up like she was a rag doll. He turned around and seemed to wrap around her—it was crazy . . . it's like he kept changin' shape or somethin'. Then I sees a bit of his . . . I mean *its* face—yeah . . . you gonna say it's me drink insides me—well, go to hell—I tells ya what I seen!—teeth, big fangs, fangs, *fangs!* I heard it snarl in a voice that belonged to Satan himself—'I thirst!'

"I couldn't bear lookin' at it—it was evil! Maybe it was the drink, but I passed out. I don't remember anything until you guys rousted me and dragged me down here."

Wild Hunt Papers #8

Peter Kurten

Peter Kurten, also known as "The Düsseldorf Vampire," was born May 26, 1883. He was executed by guillotine on July 2, 1931.

Kurten claimed to have started his killings at the age of five, beginning by drowning two friends. He continued his crimes with strangulation experiments while having sex in the woods. He slit throats with knives and chopped up people with an ax, saying that he derived sexual pleasure from watching the blood flow. Sometimes he used a hammer to bash in people's skulls. He killed a servant girl by stabbing her twenty times and buried her on the banks of the Rhine. His intentions to crucify the body to shock passers-by were complicated by the weight of the body.

The last of Kurten's many murders involved strangulation and stabbing a person 36 times with scissors. His notoriety was akin to that of Jack the Ripper during his "Autumn of Terror" in the 1880s. He killed men, women, and numerous children.

Peter Kurten's name entered the annals of criminology because, after his conviction, he became the first serial killer ever interviewed in-depth by a psychiatrist.

His motives were those associated with a "sex maniac." However, his reason for killing indiscriminately, and not exclusively of one gender, was because the activity of killing, rather than intercourse with the victims, created sexual pleasure for Kurten. Although he molested some of his victims, it was only so that he might elevate his experience to an even more euphoric state.

At his trial he said, "I have no remorse. As to whether recollection of my deeds makes me feel ashamed, I will tell you. Thinking back to all the details is not at all unpleasant. I rather enjoy it."

Wild Hunt Papers #5

Kate Rowlins's Interview

Rowlins: Aaaaa . . . No no no no no—please! Monster! Monstrous! Howling—howling—!

Police Officer: What did he look like?

Rowlins: What? Who was it . . . what did he look like—*(long bout of crying follows)*

It wasn't human! Wolflike . . . wolflike . . . yet it was a man—I think. It was different things—different shapes—as it moved . . . its trench coat flapped about, like huge wings—it seemed to be in different places at the same time . . .

Police Officer: Can you describe the man's face?

Rowlins: No . . . please don't make me describe its face—please! *(long bout of crying).*

Police Officer: Tell us what happened.

Rowlins: It took her—we were just walking—walking home from the gym—lousy basketball game. . . . Lori was eating ice cream, I was carrying the basketball. We went by our favorite shops . . . then . . . then . . .

Police Officer: Then what?

Rowlins: Then the blazing eyes!—or did it have eyes?

Police Officer: Go on.

Rowlins: I remember the horrible smell—the mist—then suddenly Lori was gone—I turned around . . . and—and—

Police Officer: Yes?

Rowlins: Fangs! *Fangs!* Aaaaaaaaa!! No no no no—had to run . . . had to run—it howled like it was laughing. It would have had me next—I left her—I ran. No no no no no *(crying, followed by silence) . . .*

Vampire Crime Dossier: Cannibalistic and Vampiric Killers from the Past to Present

1614—Countess Elizabeth Bathory killed more than 600 girls to bathe in their blood in an attempt to keep her youth. She was sealed alive in a room of her castle after being tried for her monstrous crimes.

1800s—A man named Sorgel, in Germany, killed a man in the forest and drank his blood to try to cure himself of epilepsy.

1800s—Antoine Leger killed a 12-year-old girl, drank her blood, and ate her heart.

1849—In Paris, Sergeant Francoise Betrand was caught eating dead flesh and engaging in necrophilia.

1861—Martin Dumollard of Montluel, France, was convicted of murdering several young girls whose blood he drank. He was executed.

1872—Vincenzo Verzeni of Bottanaucco, Italy, was sentenced to life imprisonment for two murders and four attempted murders. He confessed that drinking the blood of his victims gave him immense satisfaction.

1897—Joseph Vacher of Bourg, France, while on a walking tour of the country, killed at least a dozen people and drank their blood from bites on the neck. He was finally captured, convicted, and executed.

1920—Baron Roman von Sternberg-Ungern, a nobleman in post-revolutionary Russia, drank human blood on occasion. Seemingly this connected with a belief that he was a reincarnation of Genghis Khan. The new government executed him.

1920s—John George Haigh was convinced he needed to drink blood to keep his vitality, so he installed a lab in his own home, lured people to it, killed them, drained their blood, and dropped them into an acid vat to dispose of their bodies. He admitted to killing nine people and was executed in 1949.

1924—Fritz Haarman in Germany killed and cannibalized more than 20 people, including the biting and sucking of blood from victims.

1930—Peter Kurten killed numerous young children by stabbing, mutilating, and eating flesh and drinking the blood of his victims. He was arrested in 1930, and executed the following year.

1947—Elizabeth Short of Hollywood, California, was murdered and her body dismembered. Later examination discovered her body was drained of blood.

1952—Estelita Forencio of Passi, Philippines, bit a number of people and then sucked the blood from their wounds. She was arrested for attempted murder. She said she had acquired the urge from her husband and that it came at regular intervals.

1959—Salvatore Argon, an adolescent, dressed as a vampire and committed murders. He claimed to be a real vampire. He was executed.

1960—Florencio Roque Fernandez of Manteros, Argentina, was arrested after more than 15 night attacks on sleeping women whom he would bite.

1963—Alfred Kaiser of Munich, Germany was tried for killing and drinking the blood of a 10-year-old boy he stabbed to death.

1967—James Brown, seaman, killed two fellow sailors and attempted to drink their blood. Sent to prison, he killed two inmates and drank their blood. He was then sent to an asylum in Washington, D.C., where he died of old age.

1969—Stanislav Modzieliewski, Poland, killed seven people and attempted six more murders in trying to drink blood, which he found "delicious."

1971—Wayne Boden was arrested for a series of murders that began in 1968. He would handcuff the victim, rape her, then suck blood from her breasts.

1973—Kuno Hoffman of Germany killed two people and drank their blood. He also dug up and drank blood from corpses. He was sentenced to life imprisonment.

1977—Richard Chase committed a string of killings during which he drank the victim's blood. He used to drink animal blood before getting the urge to kill. He committed suicide before he could be executed.

1979—Richard Cottingham was arrested for raping, slashing, and drinking the blood of a young prostitute. It was later discovered that he had killed a number of women and drunk their blood.

1980—James P. Riva shot his grandmother and drank her blood. He claimed he heard the voice of a vampire who commanded him to do this, and promised him eternal life.

1982—Julian Koltun, Poland, killed and raped women and drank their blood.

1984—Renato Antonio Cirillo raped and bit more than 40 women.

1985—John Crutchley kidnapped a woman, raped her, and drank her blood. In the past, he also drank blood from willing partners.

1988—An unknown woman picked up at least six men over the summer in the Soho section of London. After she returned home with a victim, she would slip drugs into his drink. While he was unconscious, she would cut his wrist and suck his blood. She was never arrested.

1991—Marcelo da Andrade of Rio de Janeiro killed 14 young boys, after which he drank their blood and ate some of their flesh.

1991—Tracey Wigginton of Brisbane, Australia, was convicted for stabbing and drinking the blood of a man. She claimed to be a vampire who regularly drank blood from her friends.

1992—Andrei Chikatilo of Rostov, Russia, was sentenced to death after confessing to killing 55 people whom he had vampirized and cannibalized.

1992—Deborah Joan Finch was tried for the murder of a neighbor. She stabbed the victim 27 times, then drank the flowing blood.

Wild Hunt Papers #13

[Article summary from the *Partridgeville Gazette*, July 3, 1928.]

Occult Writer Murdered by Unknown Guest

Horrible Crime in Central Square

Mystery Surrounds Death of Halpin Chalmers

At 9 A.M. today the body of Halpin Chalmers, author and journalist, was found in an empty room above the jewelry store of Smithwick and Isaacs, 24 Central Square.

The coroner's investigation revealed that the room had been rented furnished to Mr. Chalmers on May 1, and that he had himself disposed of the furniture a fortnight ago. Chalmers was the author of several recondite books on occult themes, and a member of the Bibliographic Guild. He formerly resided in Brooklyn, New York.

Mr. Chalmers's body was found by Mr. L.E. Hancock, who occupies the apartment opposite that of Chalmers, and by the building superintendent. They entered Chalmers's room by means of a pass key after Hancock noticed an odor coming from it which he described as "extremely acrid and nauseous," and considered that Chalmers might have forgotten to turn off the gas in his kitchenette.

Chalmers lay stretched upon his back in the center of the room. He was unclothed, and his chest and arms were covered with what Detective-Sergeant Douglas of the Partridgeville Police Department described as "a peculiar bluish pus or ichor." His head lay upon his chest; it had been completely severed from his body, and the features had been severely mutilated. Underneath his head was a hole in his chest, approximately three-quarters of an inch in diameter. Nowhere was there a trace of blood.

According to Douglas, the room presented "a most astonishing appearance." The intersection of the walls, ceiling, and floor had been thickly smeared with plaster of Paris, but at intervals fragments had cracked and fallen off, and these fragments had been grouped upon the floor about the murdered man so as to form a perfect triangle.

Beside the body were several sheets of charred yellow paper. These bore fantastic geometric designs and symbols and several hastily scrawled sentences. The sentences were almost illegible and were deemed by the police to be so absurd as to furnish no possible clue regarding the perpetrator of the crime. The writer, believed to have been Chalmers, expressed a fear that he was being stalked by unidentified individuals. The writer also referred to "Doels," "satyrs," "scarlet circles," an "Einstein formula," and the morning's earthquake, which apparently shook loose the plaster fragments found on the floor.

Police have sent specimens of the strange blue slime found on Chalmers' body to the Partridgeville Chemical Laboratories; Detective-Sergeant Douglas expects the report will shed new light on one of the most mysterious crimes of recent years. That Chalmers entertained guests on the evening preceding the earthquake is certain, for Mr. Hancock distinctly heard a low murmur of conversation in the former's room as he passed it on his way to the stairs. Suspicion points to the unknown visitor and the police are diligently endeavoring to discover his identity.

Queries to insane asylums in the area are also being made to determine if there have been recent escapes.

Wild Hunt Papers #12

July 18, 1928

Mr. Douglas:

The fluid sent to me for analysis is most remarkable. It resembles living protoplasm, but it lacks the peculiar substances known as enzymes. Enzymes catalyze the chemical reactions occurring in living cells, and when the cell dies they cause it to disintegrate by hydrolyzation. Without enzymes, protoplasm should possess--immortality. Enzymes are the negative components, so to speak, of unicellular organisms, the basis of all life. That living matter can exist without enzymes biologists emphatically deny. And yet the substance that you have sent me is alive and it lacks these indispensable bodies. Good God, sir, do you realize the astounding new vistas this opens up?

James Morton, Ph.D.
Chief Research Scientist
Partridgeville Chemical Laboratories

Wild Hunt Papers #3

INITIAL AUTOPSY SUMMARY

Coroner: Gourdie, R'as al

* Both victims died close to midnight on each consecutive day.
* Both victims died quickly, within one minute, by strangulation. Both were beaten as well.
* Both victims clawed at the attacker; tissue was found under their fingernails. Tissue samples have been sent for DNA analysis.
* The victims' bodies showed no signs of sexual trauma.
* The victims' bodies were raked by deep claw marks.
* There are no traces of blood left in the victims' bodies. The cadavers are shriveled.
* A hole was made over the chest area, 2 centimeters in diameter. The device used for this has not been determined. Human saliva was found in the inner edge of this hole.
* Toxicology tests showed no blood abnormalities, and no presence of any foreign chemicals.
* No fingerprints or hairs belonging to the attacker were found on the victims.

Somewhere beyond the worlds known to men, there exists **Dimensia Six**--a realm of pure **evil**! For ages the tyrant **Ragniir**, overlord of Dimensia Six, has extended his power across the dimensions, growing ever stronger. Now, Ragniir rallies his forces for another war of conquest . . .
RISSSE, MY MONSSSTROUSSS MINIONSSS! TO ME, O DWELLERSSS OF DECAY! GIRD YOUR LOINSSS FOR BATTLE! WE MARCH ON THE REALM OF MAN--THE PLANET EARTH! DESSSTROY ANY WHO DARE TO SSSTAND AGAINSSST USSS!
Hold on to your hats, true believers! You dare not miss THIS spine-tingling tale!
PRODUCED by Jolly Julius Black EDITED by Smilin' Stan Levinson
COLORED by Excellent Eric Albertson LETTERED by Lovely Laura Thomas
CREATED, WRITTEN, and ILLUSTRATED by Rowdy Ralph Pickman

Truth Papers #4: Captain Destiny issue #5, page 1

Wild Hunt Papers #14: The Most Recent Entry in Morton's Grimoire

They have waited eons for their revenge. The Deed that was Done shall soon be avenged! The time of Ragnarok is at hand! The Archlord shall come, and feast on those whose souls rightly belong to us. Mh'ithrha, my liege, you shall ~~be~~ break the cords that bind my kindred on the other side, and swallow the world! As the humans foresaw, so shall Fenris break his bonds, and usher in the Twilight of the Gods.

The Hunts shall be all over the world once I have finished my tasks. I shall seek the greatest gems and crystals of this pitiful orb, and create greater and ~~gre~~ greater Keys. My kindred shall ravage the earth to glut their hunger—and I shall feast as well.

Soon shall I be able to test the Key. I have mixed enough of the Liao derivative for my mortal toad to distribute. If all goes well, soon shall I provide the prey for my masters.

I grow hungry—it is time to feast on one of my idiotic guests.

Truth Papers #2

Another Dream

You are walking through the city to go home. As you walk, the buildings around you begin to shake. They start to crumble as monstrous structures seem to burst forth from the towers of stone and metal—horrifying structures made of bone and stretched tattered skins. As you avert your gaze to look away from the skeletal skyscrapers, you see the ground you are walking on is covered with decomposing corpses, as far as the streets stretch. You trip over one in shock, landing in a pool of gore.

You are whisked out of the muck by scaly talons of toad-like things that begin to drag you through the streets. In the distance you see a red glow coming from a monolithic carving of a clawed hand. The things drag you up the sides of the structure to its palm. They throw you in front of a figure cloaked by shadows.

Unfortunately, it doesn't stay cloaked . . . it strides toward you.

It is a tall, thin apparition of evil incarnate. It looks vaguely like an anorexic lobster-like humanoid, dressed in a dark cloak that ripples as if touched by spectral unseen winds. Its head is horned. A single pitch-black space, its eye, stares at your form. Its mouth is fanged, and drips a green ichor. It utters a bone-chilling laugh.

You notice yourself starting to sink into the floor, as if you were drowning in quicksand! You start fighting and thrashing around, but you continue to sink.

You awaken, having torn a pillow to shreds. Its stuffing settles around the room.

Age Papers #4

Camp Nar-Aqua

Camp Nar-Aqua is accredited with many camping associations and has an impeccable reputation. It is a six-week residential camp for male youths 10–16 years of age. The cost of sending your young man to camp for either first or second session is $600.

Camp Nar-Aqua boasts a small group philosophy, a non-competitive atmosphere, and camper input into programs building self-confidence, strong skills, and lasting friendships. We emphasize appreciation of the natural environment by means of canoeing, sailing, windsurfing, sea kayaking, swimming, rock climbing, biology, art, woodworking, shooting, archery, a ropes course, and fishing.

The property includes twenty acres of buildings and wooded hiking trails. It is on the west boundary of Wetherill State Park.

Please contact Walter Starling for dates and details.

Age Papers #1

What You Know About David

David is an eleven-year-old boy. He has finished sixth grade, and will be starting junior high in the fall. He is smart and agile for his age, as well as being a bit taller and lankier than his peers. He has light dirty blond hair and green eyes. He has a very fair complexion, with a few freckles on his face. He is an A+ student, and loves mathematics. He enjoys playing soccer and basketball.

You know his hero is Michael Jordan. You bought him a dog named Zander three years ago, a golden retriever with whom he loves to play. He often plays video games with his two best friends, Chester Clarke and Sam Gillian. The three of them are inseparable. For the last couple of years, the trio have been sent by you, Todd Clarke (Chester's single dad since Chester's mother died in a car accident five years ago), and Ian and Nora Gillian to Camp Nar-Aqua for six weeks each summer. The camp is in Rhode Island, near Providence. You sent David there to help him get over his fear of swimming.

DAVID

It worked. He loved both years and this is the third time he is going. He has earned excellent grades in swimming over the last two years. He also raves about his boating experiences at the camp. You and the other parents have a celebration barbecue when the kids leave, to celebrate a few weeks of quiet time. (Todd can barbecue steaks really well.) That was just last week. You'll have to have Todd over for some drinks next week. However, you often feel guilty since you haven't spent much time with David as he grew up. Your researches and adventures into the unknown have often interfered with bonding time. Also, you wonder if your activities and enemies will one day affect David. So far, he seems to be untouched by the dark shadows you have explored. You eagerly await David's letters from camp (he usually writes once a week), and determine to try to be a better parent to him when he gets back from camp.

Truth Papers #3

Another Dream

You are back in the terrible world that you have dreamt of before. You know you are dreaming, but the experience is very lucid. You tell yourself you are dreaming, pinch yourself, and kick yourself—but cannot seem to wake up. You see a horde of toad-like demons come rushing from an alley. You begin to run through the devastated bone yard of the city. As the things begin to close on you, you turn, filled with the knowledge of some great secret. The horde halts as their eyes fill with fear. You call upon a great cosmic power, and light shines forth from the heavens. The demons scream as they burst into flames. You laugh, but see the one-eyed horned demon-lord regarding you from nearby. It says, "Thisss isss but a dream. I shall dessstroy you in the waking world before you can focusss sssuch power."

You wake up with a strong feeling of fear, the bed sheets soaked with perspiration.

Truth Papers #5

A Passage from *La Verita Scoperta*

And the Light illuminated the Earth.

When Adam was by Eve deceived
And dared envision the Truth God forbade,
They both the Doom of Death received,
And all man's race was mortal made.

The end of all Illusion removed Paradise,
And mankind was filled with dread;
And Madness came forth and tore their eyes.
All, all were worse than dead.

Woe! Woe! Inhabitants of Earth,
Where blighting cares so keenly strike,
And, spite of rank, or wealth, or worth,
The Truth shall visit all alike.

Who is the man, however strong or great,
Who can escape this true reality?
Who can avoid the dark and awful gate
Of the mortal mind's fragility?

As the Light of Sacred Truth shall fill the air
Comes the reckoning for each man alive;
Fear and rejoice of the freedom rendered there:
The end of humanity shall at last arrive.

Age Papers #2: A Letter from David, First Week at Camp

Hi!!!

First week of camp has been good. It was rainy, but the sun is out again. Sam, Chester and I are in the same cabin again (like usual). The food still sucks. They feed us fish almost every day! I really miss pizza. You'd better take me to Pasquale's when I get back for a pepperoni and sausage pizza!!!

Chester is getting really good at archery. Twang! I still can't pull the string right yet. I never was good with shooting things. Well, I still can beat him in chess anytime I play him! I still swim better than everyone at camp too.

Well there is one new kid who is in our cabin this year who swims really good. Billy is really creepy though. You'd like him. He talks about weird stuff like you do to those friends of yours. He keeps to himself alot, but I think I can weasel out some good ghost stories from him to tell you when I get back.

This next week I am first mate for my cabin's boat. Our counselor is the captain. Chester ended up the cook! I think that means he has to ~~de~~ make sandwiches. Sam told me he hates boating. He hates seafood too. Some of the other kids tease him, but Chester and me stick up for him. Sam still doodles all the time. He really can draw good. I bet he'll draw for a comic book company some day.

I hope you are all doing good at home. I miss you all. Please give Zander a few pats on the head from me. I am done for now. I'll send you another letter next week!

Love,

David

P.S. Send me pizza!

Age Papers #3: Second Letter from David, Received After the Disaster

Hello,

It's been a really good week. Our cabin, or crew, as the camp calls us, is having fun. Chester actually is learning to cook! I hope he learns quickly, since the stuff he is making tastes really bad! Luckily, we have some sandwiches to eat when we are in the boat! Sam is starting to enjoy being on the water. He says he likes to pretend to be a pirate. We renamed our cabin group "The Privateers." Sam thought of it. Our cabin has the best guys in it. We win any contest against the other cabins.

Remember I was telling you about that weird kid Billy Marsh? That kid is nuts! But also really interesting. The guy has the weirdest eyes! He is always staring at the bay! The guy seems to have more in common with the fish than us people. He swims better than anyone at the camp, even the adults. Most of the kids bug him with "Have you ever been to sea, Billy?" and "Captain High-grinder is looking for you Billy!" Well, I remember how you told me not to tease people, so Chester, Sam and I have also started sticking up for Billy.

Billy has been telling me weird stories about sunken cities and sea monsters. He told me about a sleepy squid that talks to people in dreams. I told him he should write for those Goosebumps books.

Get this! Today we were boating across the bay when Billy decides to jump overboard! He vanished for a long time! Paul (our counselor) started to panic, and kept the boat floating around. Well Billy popped up, grinning. He looked even weirder than usual! His eyes almost looked bulgy, and his mouth looked really wide (he looked like a bug-eyed monster. Weird!). Well, he got ~~bi~~ in big trouble with the counselors. I think they are going to call his parents to tell them he is being sent home early.

Just before dinner, Billy came to us and told us he had a cool surprise to show us tonight. I guess I'll have to tell you about it next time, since Mr. Starling will be heading to town for supplies and the weekly mail drop.

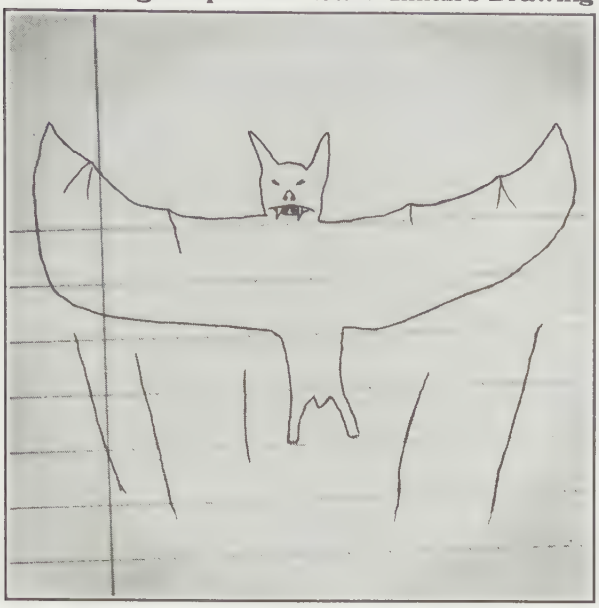
I got to finish now. Mr. Starling is announcing he is going in fifteen minutes. Say hello to everyone, and hug Zander for me.

Love,

David

P.S. Pizza! Pizza!

Age Papers #9: Sam Gillian's Drawing



Age Papers #5

Statement of Silas Gladstone

"Henry, he was one of them fancy divers. He and his wife, they moved here from Haiti back in the sixties. He was a big man, a proud man. His wife Josie, she was a mysterious one. Folks said she knew the ways of voodoo. He used to teach fancy diving, y'know, scoobah, to students from the university in the summers. Trouble with Henry, though, was his wanderin' eye. He loved them young girlies in swimsuits. He had more affairs than my front door has been slammed, yes sir!

SILAS GLADSTONE

"One day some children from the camp saw Henry making love to their counselor. Well, they told on him to his wife. She was a trifle mad . . . mad enough to hex the poor bastard when he went diving with another girl. He was never seen alive again. But he has been seen dead, and that is for sure! His ghost swims the bay for his sins. He blamed the youngins for his woes, and now they say Henry's ghost comes at night out of the bay, to drag children to watery graves . . . when he can find one alone. They say only the love of a woman can redeem Henry."

Age Papers #6

Statement of Floyd Jonas

"My dad was a good man, may he rest in peace. He still regrets helping that fancy fellow from the town. . . . It was way back, in 1930-something. Pa owned this very same dock—of course I have built up the business—the tourism here is making me rich. . . . Excuse me . . . I was saying, Pa rented boats right here. A fellow named Doc Dexter asked Pa if he could rent a boat, and have Pa sail it out over the deepest part of the bay. Now, Pa knew this fellow, he was a well-respected doctor from Providence. No reason to suspect he was up to no good.

FLOYD JONAS

"Pa took him to where the water was deepest. The whole time, Doc Dexter clutched a metal box and stared at it, muttering things like he was in a trance. He was feeling guilty for what he was going to do, if you ask me. Guilty for what? I will get to it, hold on. Anyway, Dexter heaved that thing over the side, and Pa and him headed back to shore. Pa never saw Dexter again.

"Well, close to fifteen years passed. During that time, the bay around here has gotten odd. Pollution has increased. Pa didn't connect the two things together until somewhere in the 1950s, when a detective named Purvis came sniffing around, asking about Dexter. Now, Pa didn't have a great memory, but that boating trip had stuck in his mind. He asked this Purvis fellow what it was all about, but all he could get him to say was 'official police business.'

"Well, Pa went off to town, to look up Dexter, but Dexter was gone. Then in 1951, he saw a newspaper article saying that Dexter was not only a doctor, but also a nuclear scientist! The rest we put together. Dexter must have dumped radioactive waste from those early experimental days into the bay. Probably government stooges do things like that all the time. Well, Pa died a short time after finding out about Dexter. I guess the worry did him in. I've called the authorities to complain and check the waters for nuclear waste! They never do! They just tell me to calm down and seek professional help! Bunch of bastards!"

Age Papers #8b: Notes in Fiske's Hand, Left in the Book of Revelation

When the Jews return to Zion,
And a comet fills the Sky,
And the Holy Roman Empire rises,
Then you and I must die.

From the Eternal Sea he rises,
Creating armies on either shore,
Turning man against his brother,
'Til man exists no more.

The other poem is almost identical! The noxious birth ~~of~~ from the sea—the rising of the antichrist from the sea—it all fits! I must destroy the Evil One before it is too late!

Age Papers #7a: First Sequence of Notes in Fiske's Hand

Looking in mockery at the moon as the beasts fawned before him and licked his hands. His essence dwells in a cavern in the center of the world, accompanied by mindless flautists—

The Mighty messenger of the Old Ones and Outer Gods. Contemptuous of his masters.

A thousand different forms, the ~~orw~~ crawling chaos . . .

Ruler of the underworld, master of the night, and patron of sorcerers!

They struck out all references to the god and gave his attributes to other gods such as Set and Thoth.

"Is it not an avatar of Nyarlathotep, who in antique and shadowy Khem even took the form of man?"

Age Papers #7b: Second Sequence of Notes in Fiske's Hand

Enoch died in 1865. Why didn't it use him? Was it waiting for someone in particular? Perhaps the stars were not yet right? The sect spread even after the death. Who knows under what names and places the worms lie in wait? Still, ~~could~~ there is the possibility this is all fiction—but there is too much evidence! I must talk to Dexter. Everyone else is dead.

The church was razed to the ground in ~~1936~~ 1937. Father Merluzzo showed my friend the church records of Spirito Santo. "The Starry Wisdom . . . the stars of Hell . . . summoning from those stars a shade from Hell itself, but feared the power of God as manifested in Light." Now that it is abroad, and fears no light . . . can I stop it before it destroys the world? I have already uncovered many of its acts through the articles I have read . . . What new devilry will the thing concoct to top the menace of nuclear Armageddon? I shudder to think.

Age Papers #8a: Notes in Fiske's Hand, Found in the Extractus

I cannot translate this book in time. I recognized the prophecy poem, and that will give me a key to cracking the rest. Purvis says Dexter has returned to Providence. I shall use physical means to settle this. The prophecy is already being fulfilled. I must stop it now before the final part comes true.

And at the last from inner Egypt came
The strange Dark One to whom the fellahs bowed;
Silent and lean and cryptically proud,
And wrapped in fabrics red as sunset flame.

Throngs pressed around, for frantic for his commands,
But leaving, could not tell what they had heard;
While through the nations spread the awestruck word
That wild beasts followed him and licked his hands.

Soon from the sea a noxious birth began;
Forgotten lands with weedy spires of gold;
The ground was cleft, and mad auroras rolled
Down on the quaking citadels of man.
Then, crushing what he chanced to mold in play,
The idiot Chaos blew Earth's dust away.

Wild Hunt Papers #1

Headlines from Various Newspapers

TWO MURDERS IN SOHO

—New York Times, page 6.

MYSTERIOUS DEATHS IN SOHO

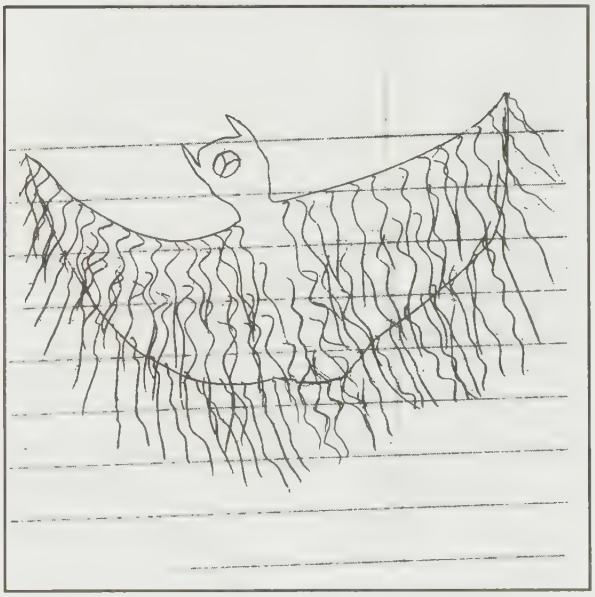
—New York Globe, page 4.

POLICE BAFFLED

"CAUSE OF DEATH UNKNOWN"

—New York Daily Eye, page 1.

Age Papers #10: Sam Gillian Improves



Truth Papers #1

A Dream

You wake up suddenly in bed. A hellish crimson light pours in from a window in your room. A monstrous shape suddenly shadows the windowpane. You are paralyzed with fear, unable to move. Two inhuman frog-like eyes are pressed against the window, staring into your soul. The window begins to shake—then shatters into a million fragments as the thing oozes its way into your room. It croaks in an unearthly voice, "Ssslay thyssself now, for thou cannot hope to ssstop usss. . . ." It begins to ooze onto the bed, and starts to spread over your body. Parts of the thing seem to enter into the pores of your skin—your nostrils . . . your mouth—it begins to cover your face! You can't breathe! You are dying!

You awake to find yourself lying on the floor, the covers of your bed wrapped around your head as a result of the fall you had.

Age Papers #11: David's Drawing

Age Papers #12

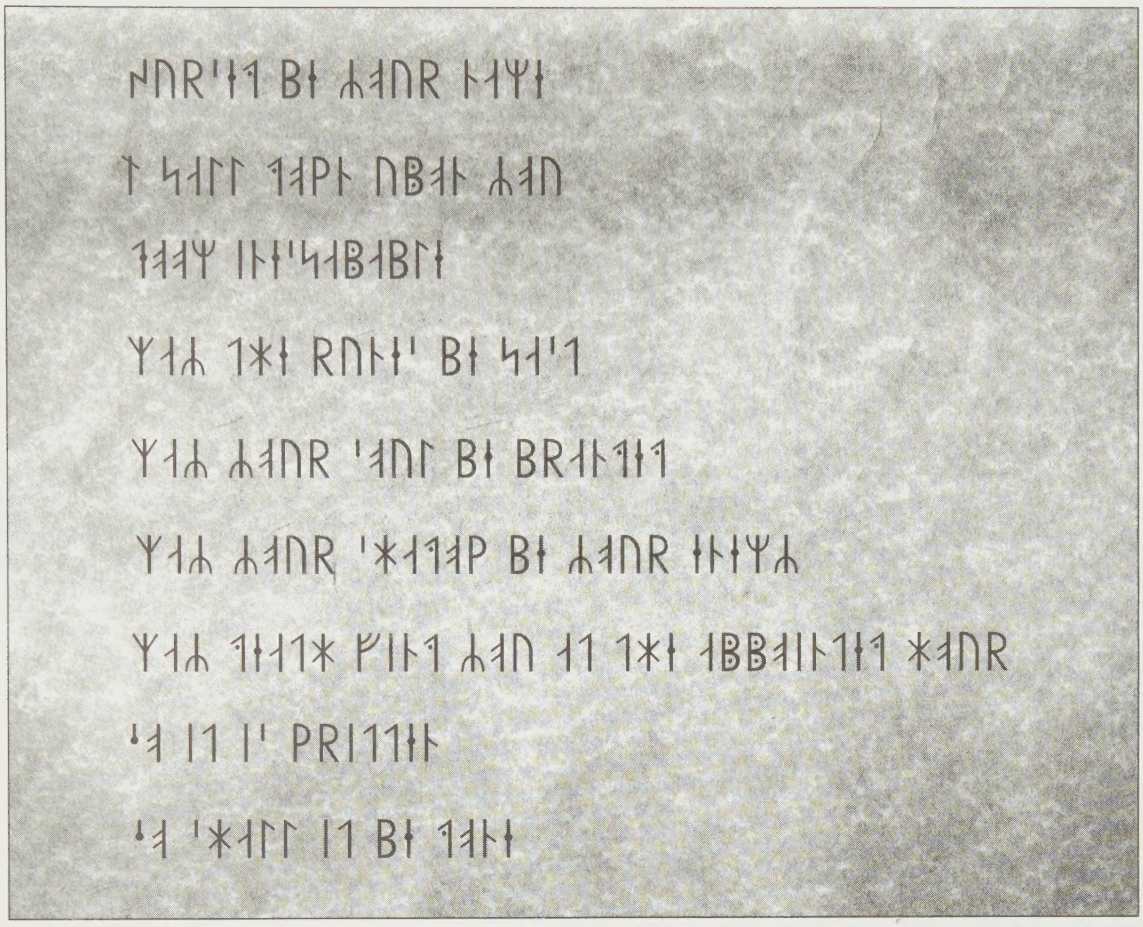
Shefira my love,

Too long have I not embraced you. Although we are apart, I dream of your kisses. Remember that day in the park? Kissing was all we did! Tomorrow I will be returning. Unless you are adamant about your decision, we can meet. Everything has lost meaning since we parted. Someday, I know, we shall be together again. Do not deny it. Already you must feel some of the old feelings. Yesterday was yesterday. Forget the past. I want us to start over again. Recall our happy times! Everything can be as it was! Plan to recreate things anew. Let's pretend we are meeting for our first date again! All my thoughts are focused on you. No more games. Expect a changed man.

Adoringly,

Benny

Truth Papers #6: Parchment Scroll with Runes



Dr. Kristino's stuffed animals

Present

Investigator Name _____
Occupation _____
Colleges, Degrees _____
Birthplace _____
Mental Disorders _____
Sex _____ Age _____

Characteristics & Rolls

STR ____	DEX ____	INT ____	Idea ____
CON ____	APP ____	POW ____	Luck ____
SIZ ____	SAN ____	EDU ____	Know ____

99-Cthulhu Mythos _____ Damage Bonus _____

Call of Cthulhu
Horror Role-Playing

Present Day Investigator

Player's Name _____

Sanity Points

Insane	**0**	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Magic Points

Unconscious	**0**	1	2	3				
4	5	6	7	8	9	10	11	
12	13	14	15	16	17	18	19	
20	21	22	23	24	25	26	27	
28	29	30	31	32	33	34	35	
36	37	38	39	40	41	42	43	

Hit Points

Dead	**-2**	**-1**	**0**	**1**	**2**	3	
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

Investigator Skills

- ❑ Accounting (10%) ____
- ❑ Anthropology (01%) ____
- ❑ Archaeology (01%) ____
- Art (05%):
- ❑ _____ ____
- ❑ _____ ____
- ❑ Astronomy (01%) ____
- ❑ Bargain (05%) ____
- ❑ Biology (01%) ____
- ❑ Chemistry (01%) ____
- ❑ Climb (40%) ____
- ❑ Computer Use (01%) ____
- ❑ Conceal (15%) ____
- Craft (05%):
- ❑ _____ ____
- ❑ _____ ____
- ❑ Credit Rating (15%) ____
- ❑ Cthulhu Mythos (00%) ____
- ❑ Disguise (01%) ____
- ❑ Dodge (DEX x2%) ____
- ❑ Drive Auto (20%) ____
- ❑ Electrical Repair (10%) ____
- ❑ Electronics (01%) ____
- ❑ Fast Talk (05%) ____
- ❑ First Aid (30%) ____
- Forensics (01%):
- ❑ _____ ____
- ❑ _____ ____
- ❑ Geology (01%) ____
- ❑ Hide (10%) ____
- ❑ History (20%) ____
- ❑ Hypnosis (05%) ____
- ❑ Jump (25%) ____
- ❑ Law (05%) ____
- ❑ Library Use (25%) ____
- ❑ Listen (25%) ____
- ❑ Locksmith (01%) ____
- ❑ Martial Arts (01%) ____
- ❑ Mathematics (EDUx2%) ____
- ❑ Mech. Repair (20%) ____
- ❑ Medicine (05%) ____
- ❑ Natural History (10%) ____
- ❑ Navigate (10%) ____
- ❑ Occult (05%) ____
- ❑ Operate Heavy Machine (01%) ____
- Other Language (01%):
- ❑ _____ ____
- ❑ _____ ____
- ❑ _____ ____
- Own Language (EDUx5%):
- ❑ _____ ____
- ❑ Persuade (15%) ____
- ❑ Pharmacy (01%) ____
- ❑ Photography (10%) ____
- ❑ Physics (01%) ____
- Pilot (01%):
- ❑ _____ ____
- ❑ _____ ____
- ❑ Psychiatry (01%) ____
- ❑ Psychoanalysis (01%) ____
- ❑ Psychology (05%) ____
- ❑ Psychotherapy (01%) ____
- ❑ Ride (05%) ____
- ❑ Sneak (10%) ____
- ❑ Spot Hidden (25%) ____
- ❑ Swim (25%) ____
- ❑ Throw (25%) ____
- ❑ Track (10%) ____
- ❑ _____ ____
- ❑ _____ ____
- ❑ _____ ____
- ❑ _____ ____

Firearms

- ❑ Handgun (20%) ____
- ❑ Machine Gun (15%) ____
- ❑ Rifle (25%) ____
- ❑ Shotgun (30%) ____
- ❑ SMG (15%) ____
- ❑ _____ ____

Weapons

melee	*%*	*damage*	*hnd*	*rng*	*#att*	*hp*
❑ Fist (50%)	____	1D3+db	1	touch	1	n/a
❑ Grapple (25%)	____	special	2	touch	1	n/a
❑ Head (10%)	____	1D4+db	0	touch	1	n/a
❑ Kick (25%)	____	1D6+db	0	touch	1	n/a
❑ _____	____	_____	____	____	____	____
❑ _____	____	_____	____	____	____	____

firearm	*%*	*damage*	*malf*	*rng*	*#att*	*shots*	*hp*
❑ _____	____	_____	____	____	____	____	____
❑ _____	____	_____	____	____	____	____	____
❑ _____	____	_____	____	____	____	____	____
❑ _____	____	_____	____	____	____	____	____
❑ _____	____	_____	____	____	____	____	____
❑ _____	____	_____	____	____	____	____	____

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Withdrawn from Stock

Unsee Mast

ruggles Against
idden Powers

These three adventures are designed more as mini-campaigns than as scenarios. Each can be expanded upon to create many nights of play. They are made for experienced players, and present new and unexpected challenges for them. Keepers should be experienced as well, as the adventures are complex and full of colorful non-player characters. Each includes extra resources of useful information.

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CALL of CTHULHU
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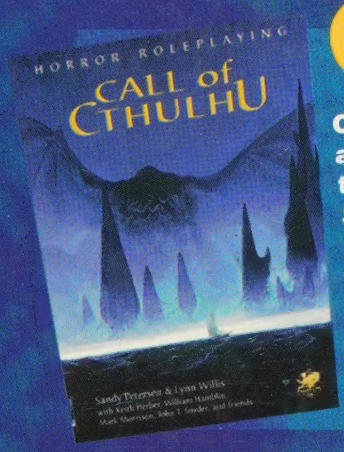

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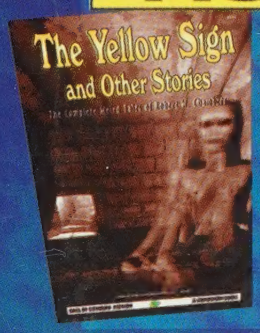

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